



Advanced Dungeons & Dragons Dungeon Master's Guide

Advanced
Dungeons & Dragons

Dungeon Master's Guide

Advanced Dungeons & Dragons Dungeon Master's Guide

Here is the essential manual for the AD&D game Dungeon Master. All the information you need to create and run thrilling, swords and sorcery adventures is clearly laid out in the Dungeon Master's Guide. Learn all there is to know about magical spells, hundreds of magical devices and treasures, battles, travel, experience points, and more. This fresh and new format is your complete and illustrated guidebook to the challenging and rewarding world of the AD&D Dungeon Master!

Fantasy Roleplaying Game



ADVANCED DUNGEONS & DRAGONS®



DUNGEONS MASTER'S GUIDE

A compiled volume of information primarily used by Advanced Dungeons & Dragons game referees, including suggestions on gamemastering, notes on world-building, descriptions of treasure and magic items, guidelines for running your game, lists of encounter tables, and more.

Credits: E. Gary Gygax, Dave "Zeb" Cook, Monte Cook, Jeremy Crawford, Mike Mearls, Tom Moldvay, and Chris Perkins

Artists: Darlene Pekul, Jeff Dee, David S. LaForce, Jeff Easley, Larry Elmore, Jim Holloway, Erol Otus, Keith Parkinson, Roger Raupp, Jim Roslof, David C. Sutherland III, David A. Trampier, Timothy Truman, and Bill Willingham

Cover Illustrator: David A. Trampier

Based on the original game created by E. Gary Gygax and Dave Arneson, with Brian Blume, Rob Kuntz, James Ward, and Don Kaye.

Second Printing: October 2018

Advanced Dungeons & Dragons, AD&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, Player's Handbook, Dungeon Master's Guide, Monstrous Manual, all of the Wizards of the Coast product names, and their respective logo are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright law of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.

© 2018 Wizards of the Coast LLC, PO Box 707, Renton, WA 980507-0707, USA.

TABLE OF CONTENTS

INTRODUCTION	1	ENCOUNTERS	35
Being a Good Dungeon Master	1	Planned Encounters	35
CHARACTER CREATION	1	Random Encounters	36
Generating Ability Scores	1	Creating Encounter Tables	38
Giving Players What They Want	2	Dungeon Encounter Tables	39
Super Characters	2	Wilderness Encounter Tables	39
Hopeless Characters	2	Urban Encounter Tables	40
Players with Multiple Characters	3	Special Encounter Tables	40
PLAYER CHARACTER RACES	3	Spicing Up Encounter Tables	40
Incorporating New Player Races	4	Running Encounters	41
New Races and Subraces (Optional)	5	Frequency of Encounters	41
Dwarves (Duergar)	6	Encounter Size	41
Elves (Drow)	7	Encounter Distance	42
Elves (Wild)	8	Fixing Encounter	42
Gnomes (Deep)	8	Encounter Reactions	43
Half-Elves	9	Social Interaction	43
Half-Ogres	9	NON-PLAYER CHARACTERS	44
Racial Preferences, Expanded	10	Non-Player Character Generation	44
CHARACTER CLASSES	11	Roleplaying NPCs	44
Class, Level and the Common Man	11	Human and Demihuman NPCs	44
Adventurers and Society	11	Hirelings, Henchmen and Followers	45
Character Classes in Your Campaign	11	Monsters	45
Beginning Character Levels	11	Types of NPCs	45
Mixing New and Old Characters	11	Quick NPCs	45
High-Level Characters	11	Walk-On NPCs	45
Retirement	12	Significant NPCs	45
ALIGNMENT	13	NPC Personalities	46
Player Character Alignment	13	Creating an NPC Personality	46
NPC Alignment	13	Traits	46
Alignment of Magical Items	14	Other NPC Characteristics	47
Faith and Alignment	14	HIRELINGS, HENCHMEN, AND FOLLOWERS	48
Societal Alignment	14	Hirelings	48
Alignment as a Worldview	15	Common Hirelings	48
Alignment as a Tool	16	Expert Hirelings	48
PHYSICAL TRAITS	17	Other Hirelings	53
Age, Expanded	17	Maximum Number of Hirelings	54
Height and Weight, Expanded	17	Hireling Loyalty and Personality	54
Background Details	17	Demihuman and Humanoid Hirelings	54
EQUIPMENT, WEALTH AND EXPENSES	19	Henchmen	55
Equipment List Considerations	19	Gaining Henchmen	55
Exceptional Equipment	20	Race, Class, and Level of Potential Henchmen	55
Lifestyle Expenses	21	Henchmen Equipment	55
Self-Sufficient	22	Experience Points and Treasure	55
New Armor	22	Henchmen Loyalty and Personality	56
New Equipment	22	Followers	56
ABILITY CHECKS	24	Experience Points, Treasure, and Obligations	56
Saving Throws	24	Roleplaying Followers	57
Rolling Saving Throws	24	Assassin Followers	57
Saving Throw Priority	24	Barbarian Followers	57
Item Saving Throws	25	Bard Followers	58
ADVENTURING	26	Cleric Followers	58
Time	26	Druid Followers	58
Detailed Timekeeping	26	Fighter Followers	58
Preparing a Calendar	26	Magic-User Followers	59
Time as a Game-Balancer	26	Monk Followers	59
Movement	27	Paladin Followers	59
Character Movement	27	Ranger Followers	59
Walking and Running	27	Thief Followers	59
Evasion and Pursuit	27	NPC MORALE	60
Hampered Movement	27	Morale Rating and Morale Score	60
Aerial Movement and Combat	27	Morale Score Modifiers	61
Mounted, Vehicle, or Waterborne Movement	30	Morale Checks	61
Light and Vision	32	Morale Check DCs	61
Light	32	COMBAT	62
Cover and Concealment	32	Game Terms	62
Blinded Combatants	33	Armor Class (AC)	62
Unseen Combatants	33	Attack Bonus	62
Environmental Hazards	33	Damage	62
Food and Water	34	Hit Dice (HD)	62
		Hit Points	62
		Initiative	62
		Melee Combat	62
		Ranged Combat	62
		Saving Throws	62
		Surprise	62

The Combat Round	62	Hit Points	73
Surprise	63	Describing the Effects of Damage	73
Initiative	63	Temporary Hit Points	73
Combat Turns	63	Damage Rolls	73
Combat Movement	63	Critical Hits and Damage	73
Breaking Up Movement	63	Minimum Damage	73
Moving on a Grid	63	Damage Types	73
Minor Actions	63	Acid	73
Movement in Combat	63	Bludgeoning	73
Moving Around Other Creatures	63	Cold	73
Moving Through Difficult Terrain	64	Fire	74
Movement and Falling Prone	64	Force	74
Squeezing Through Tight Spaces	64	Lightning	74
Using Different Movement Rates	64	Necrotic	74
Using Hex Grids	64	Piercing	74
Size of Creatures	64	Poison	74
Combat Actions	64	Psychic	74
Attack	64	Radiant	74
Cast a Spell	64	Slashing	74
Charge	65	Thunder	74
Disengage	65	Damage Resistance and Vulnerability	74
Dodge	65	Immunities	74
Free Actions	65	Weapon Immunity	74
Help	65	Creature Hit Dice Versus Weapon Immunity	74
Hide	65	Zero Hit Points	75
Improvising an Action	65	Dying	75
Ready	65	Knocking a Creature Out	75
Run	66	Stabilizing a Dying Creature	75
Search	66	Monsters and Death	75
Use an Object		Healing	75
		Rest and Hit Point Recovery	75
		Rest and Recovery of Ability Damage	75
		Magical Healing	75
		Regeneration	75
MAKING AN ATTACK	66		
Melee Attacks	66	MAGIC	76
Opponents and Facing	66	Spells	76
Opportunity Attacks	66	Arcane Spells	76
Opportunity Attacks	66	Divine Spells	76
Ranged Attacks	67	Spell Level	76
Firing into Melee	67	Preparing Spells	76
Grenade-Like Missiles	67	Arcane Casters	76
Ranged Attacks in Close Combat	67	Divine Casters	76
		Spell Slots	76
ATTACK ROLLS	67	Acquiring New Spells	76
Attack Roll Modifiers	67	Arcane Spells	77
Rolling a "Natural 1" or "Natural 20"	68	Divine Spells	77
Conditional Attack Roll Modifiers	68	Spell Description Format	77
Blinded Combatants	68	Schools of Magic	77
Cover and Concealment	68	Casting Spells	78
Flank Attacks	68	Casting Time	78
Incapacitated Combatants	68	Concentration Checks	78
Prone Combatants	68	Using Scrolls	78
Rear Attacks	68	Range	78
Stunned Combatants	68	Targets	78
Surprised Combatants	68	Area of Effect	79
Unseen Combatants	68	Duration	79
		Saving Throw	80
COMBAT CONTESTS	69	Magic Resistance	80
Disarm	69	Components	80
Grapple	69	Reversible Spells	81
Overrun	69		
Push	69	MAGIC ITEM CREATION AND SPELL RESEARCH	81
Trip	69	Magic Item Creation Overview	81
Tumble	70	Standard Versus Nonstandard Items	81
		Specialist Magic-Users	81
SPECIAL ATTACKS	70	Special Ingredients	82
Ability Damage and Ability Drain	70	Materials	82
Breath Weapons	70	Processes	82
Diseases	70	Required Materials and Processes Guidelines	82
Energy Drain	71	Potion Creation	85
Gaze Attacks	71	Scroll Creation	85
Paralysis	71	Creating other Items	86
Poison	71	Items that No Player Character Should Create	89
Spell-Like Abilities	72	Recharging Magical Items	89
		Spell Research	90
MOUNTED AND UNDERWATER COMBAT	72	Proposing a Spell	90
Mounted Combat	72	Describing a Spell	90
Underwater Combat	72	Approval and Modification	91
		Conducting Research	91
DAMAGE AND HEALING	73	Success of Failure	91
Ability Damage and Drain	73		
Raised or Resurrected Characters	73		

New Spells in the Campaign	91	Origins of Artifacts and Relics	156
REWARDS	92	Introducing Artifacts and Relics into a Campaign	156
Experience Point Guidelines	92	Designing an Artifact or Relic	156
Individual Awards	92	Using Artifacts and Relics	157
Group Awards	92	Sample Artifacts	157
Experience Point Goals	92		
Awarding Experience Points	93	BASES of OPERATION	167
Individual Awards	93	Establishing a Base of Operations	167
Group Awards	94	Recurring Expenses	168
Gaining Levels of Experience	95	Domain Events	168
Effects of Experience	95		
Training	95	YOUR CAMPAIGN WORLD	169
Rate of Advancement	96	Worldbuilding	169
Level Advancement and Prestige	96	Inside Out	169
		Outside In	169
TREASURE	97	Geography	169
Forms of Treasure	97	Climate	169
Placement of Treasure	97	Weather	170
Who's Got the Treasure	97	Ecology	171
Unintelligent Creatures	97	Demographics	171
Intelligent Creatures	98	Racial Demographics	171
Planned and Random Encounter Treasure	98	Generating Settlements	172
Maintaining Balance	98	Community Wealth and Population	172
Too Little Treasure	98	Community Power Center	172
Too Much Treasure	99	Alignment of Power Centers	172
Division of Treasure	99	Character Class and Level Distribution	173
Treasure Tables	99	Politics	173
Treasure Types	100	Government Forms	173
Lair Treasure	100	Common Political Systems	174
Individual and Small Lair Treasure	100	Cultural Tendencies	175
Coins	100	Social Classes	176
Gems	100	Laws	177
Base Value of Gems	100	Economics	178
Reputed Magical Properties of Gems	101	Monetary Systems	178
Objects of Art	102	Barter	179
		Taxes and Tithes	179
MAGICAL ITEM TABLES	102	Supply and Demand	179
Magic Items on the Body	102	Magic	180
Using Magic Items	103	Restrictions on Magic	180
Potions and Oils	103	Magic Items	180
Potion Duration	103	Superstitions	180
Identifying Potions	103	Religion	180
Combining Potions	103	The Pantheon and the Campaign Setting	181
Random Potion Tables	103	Creating New Deities	181
Potion Descriptions	104		
Scrolls	107	APPENDIX A: CHARACTER CLASS VARIANTS	182
Protection Scrolls	107	Variant Classes	183
Spell Scrolls	107	Blackguard (Paladin Variant)	184
Random Scroll Tables	108	Cloistered Cleric (Cleric Variant)	186
Scroll Description	108	Delver (Thief Variant)	188
Protection Scroll Descriptions	109	Eldritch Knight (Magic-User Variant)	189
Rings	110	Hedge Wizard (Magic-User Variant)	190
Random Ring Tables	110	Warden (Ranger Variant)	193
Random Descriptions	111		
Rods	115	APPENDIX B: THE PLANES of EXISTENCE	194
Command Words (Optional)	115	Overview of the Planes	194
Random Rods Table	115	The Great Wheel	195
Description of Rods	115	The Inner Planes	195
Staves	117	The Prime Material Plane	195
Command Words (Optional)	117	The Planes of Energy	195
Random Staves Table	117	The Elemental Planes	195
Descriptions of Staves	117	The Para-Elemental Planes	195
Wands	119	The Quasi-Elemental Planes	196
Command Words (Optional)	119	The Ethereal Plane	196
Random Wands Tables	119	Demiplanes	197
Wand Descriptions	119	The Astral Plane	197
Miscellaneous Magical Items	122	The Outer Planes	197
Categories of Magical Items	122	Seven Heavens of Mount Celestia	198
Random Miscellaneous Magical Item Tables	122	Twin Paradises or Bytopia	198
Descriptions of Miscellaneous Magical Items	124	Elysium	198
Armor and Shields	147	Happy Hunting Grounds or Beastlands	198
Using Magic Armor and Shields	147	Olympus or Arborea or Arvandor	198
Random Armor and Shields Table	147	Nirvana or Mechanus	198
Descriptions of Magical Armor and Shields	147	Gladstheim of Ysgard	198
Weapons	148	Limbo	198
Other Qualities of Magical Weapons	148	Pandemonium	198
Random Weapons Table	149	Abyss	198
Descriptions of Magical Armor and Shields	150	Tarterus or Carceri	199
Intelligent Weapons	154	Hades or the Grey Waste	199
Artifacts and Relics	156	Gehenna	199
Characteristics of Artifacts and Relics	156	Nine Hells or Baator	199
		Acheron	199

Arcadia	199	APPENDIX H: THE FIRST DUNGEON	217
Concordant Opposition or Outlands	199	Movement and Searching	217
APPENDIX C: RANDOM DUNGEON DESIGN	200	Doors	217
		Example of Gameplay	218
APPENDIX D: SAMPLE DUNGEON: MONASTERY CELLAR	204	APPENDIX I: RANDOM WILDERNESS TERRAIN	221
Wandering Monsters	205	Terrain Types	221
Dungeon Rooms	205	Settlements	222
APPENDIX E: TRAPS	206	Castles	222
Types of Traps	206	Castle Descriptions	223
Elements of Traps	206	APPENDIX J: STARTING ABOVE FIRST LEVEL	225
Special Features	206		
Trap Attack Modes	206	APPENDIX I: QUICK GROUP CREATION	227
Sample Traps	207		
Random Trap Generator	208	APPENDIX L: RANDOM ENCOUNTER TABLES	228
APPENDIX F: TRICKS	209	Animal Summoning Tables	228
Features	209	Monster Summoning Tables	228
Attributes	209	Monster Summoning Tables, Aquatic	229
Sample Tricks	209	Aquatic Encounter Tables	229
APPENDIX G: DUNGEON DRESSING	210	Dungeon Monster Random Level Matrix	231
Air and Odors	210	Dungeon Encounter Tables	231
Clothing and Footwear	210	NPC Parties	231
Container Contents	210	Urban Encounter Tables	233
Food, Condiments, and Seasonings	210	Wilderness Encounter Tables	236
Food and Drink	211	Special Wilderness Encounter Tables	238
Furnishings and Appointments, General	211	Underdark Encounter Tables	238
Furnishings and Appointments, Magic-Users or Alchemists	211	Extraplanar Encounter Tables	239
Furnishings and Appointments, Religious	212	Astral Plane Encounters	239
Furnishings and Appointments, Temple Trappings	212	Border Ethereal Encounters	239
Furnishings and Appointments, Torture Chamber	212	Ethereal Encounters	239
General Descriptors	212	APPENDIX M: EXPANDED DOMAIN MANAGEMENT	240
Jewelry and Items Typically Bejeweled	213		
Personal Items and Utensils	213	APPENDIX N: MASS COMBAT & SIEGE WARFARE	244
Sounds and Weird Noises	213		
Spices, Herbs, and Medicinal Vegetables	214	GLOSSARY OF TERMS	252
Describing Magical Substances	216		





INTRODUCTION

You are one of a very special group of people: AD&D game Dungeon Masters. Your job is not an easy one. It requires wit, imagination, and the ability to think and act extemporaneously. A really good Dungeon Master is essential to a good game.

The *Dungeon Master's Guide* is written for Dungeon Masters. Discourage players from reading this book and certainly don't let players consult it during the game. As long as the players don't know exactly what's in the *Dungeon Master's Guide*, they'll always wonder what you know that they don't. It doesn't matter whether you have secret information; even if you don't, as long as the players think you do, their sense of mystery and uncertainty is maintained.

An exception to this caveat is made with regard to the pages in this tome that present new character races and classes that you, as DM, have deemed appropriate for your AD&D game. These new, optional, races and classes are provided within this tome as expanded character creation options.

Also, this book contains essential rules that are not discussed in the *Player's Handbook*. Some of these rules the players will learn quickly during play - special combat situations, the costs of hiring NPCs, etc. Others, however, cover more esoteric or mysterious situations, such as the nature of artifacts and other magical items. This information is in the *Dungeon Master's Guide* so the DM can control the players' (and hence the characters') access to certain bits of knowledge. In a fantasy world, as in this world, information is power. What the characters don't know can hurt them (or lead them on a merry chase to nowhere). While the players aren't your enemies, they aren't your allies, either, and you aren't obligated to give anything away for nothing. If characters go hunting werewolves without doing any research beforehand, feel free to throw lots of curves their way. Reward those characters who take the time to do some checking.

Besides rules, you'll find a large portion of this book devoted to discussions of the principles behind the rules. Along with this are examinations of the pros and cons of changing the rules to fit your campaign. The purpose of this book, after all, is to better prepare you for your role as game moderator and referee. The better you understand the game, the better equipped you'll be to handle unforeseen developments and unusual circumstances.

One of the principles guiding this project from the very beginning, and which is expressed throughout this book, is this: The DM has the primary responsibility for the success of his campaign, and he must take an active hand in guiding it. That is an important concept. If you are skimming through this introduction, slow down and read it again. It is crucial you understand what you are getting into.

The DM's "active hand" extends even to the rules. Many decisions about your campaign can be made by only one person: you. Tailor your campaign to fit your own style and the style of your players.

You will find a lot of information in this book, but you won't find pat answers to all your questions and easy solutions for all your game problems. What you will find instead is a discussion of various problems and numerous triggers intended to guide you through a thoughtful analysis of situations that pertain to your campaign.

The rules of the AD&D 3rd Edition game are balanced and easy to use. No roleplaying game we know of has been playtested more heavily than this one. But that doesn't mean it's perfect. What we consider to be right may be unbalanced or anachronistic in your campaign. The only thing that can make the AD&D game "right" for all players is the intelligent application of DM discretion.

In short, follow the rules as they are written if doing so improves your game. But by the same token, break the rules only if doing so improves your game.

Note: Everything in this book assumes that you are familiar with the *Player's Handbook*. To make your job easier, the *Player's Handbook* and *Dungeon Master's Guide* have parallel organization. That means if you know where to find something in the *Player's Handbook*, you also know where to find it in this book.

Being a Good Dungeon Master

Being a good Dungeon Master involves a lot more than knowing the rules. It calls for quick wit, theatrical flair, and a good sense of dramatic timing

- among other things. Most of us can claim these attributes to some degree, but there's always room for improvement. Fortunately, skills like these can be learned and improved with practice. There are hundreds of tricks, shortcuts, and simple principles that can make you a better, more dramatic and more creative game master.

But you won't find them in the *Dungeon Master's Guide*. This is a reference book for running the AD&D game. We tried to minimize material that doesn't pertain to the immediate conduct of the game. If you have never played a roleplaying game before but are eager to learn, find a group of people who already play the game and join them for a few sessions.

CHARACTER CREATION

Each player is responsible for creating his character. As the DM, however, your decisions have a huge impact on the process. You have final approval over any player character that is created. This chapter outlines what you should consider about character creation and gives guidelines on how to deal with some of the common problems that arise during character creation.

Generating Ability Score

The following methods are different from one another. Some produce more powerful characters than others (although none produces extremely powerful characters). For this reason, every player in your game should start out using the same method. The default method of generating ability scores, as per page 3 of the *Player's Handbook*, is Method V.

If, at some later point in your campaign, you want to change methods, simply announce this to your players. Try to avoid making the announcement just as a player starts rolling up a new character, lest the other players accuse you of favoritism. You know you aren't playing favorites, but it doesn't hurt to avoid the appearance. The advantages and disadvantages of each dice-rolling method are described below.

Method I (3d6, in order)

This is the fastest and most straightforward. There are no decisions to make while rolling the dice, and dice rolling is kept to a minimum. Ability scores range from 3 to 18, but the majority fall in a range from 9 to 12.

Typically, a character will have four scores in the average range, one below-average score, and one above-average score. A few lucky players will get several high scores and a few unlucky ones will get just the opposite. Characters with exceptional ability scores will tend to stand out from their comrades.

Method I Disadvantages: First, some players may consider their characters to be hopelessly average. Second, the players don't get many choices. Using Method I, only luck enables a player to get a character of a particular type, since he has no control over the dice. Most characters have little choice over which class they become: Only one or two options will be open to them. You might let players discard a character who is totally unsuitable and start over.

Method II (3d6 twice, keep desired score)

This method gives players better scores without introducing serious ability inflation. It also gives them more control over their characters. The average ability is still in the 9 to 12 range, and players can manipulate their results to bring the characters they create closer to the ideal characters they imagine. Exceptional player characters are still rare, and unusual character classes are still uncommon, but few characters will have below-average scores.

Method II Disadvantages: Creating the character takes slightly longer because there are more dice to roll. Despite the improved choices, a character might still not be eligible for the class the player wants.

Method III (3d6, arranged to taste)

This method gives the players more choice when creating their characters yet still ensures that, overall, ability scores are not excessive. Bad characters are still possible, especially if a player has several poor rolls. The majority of characters have average abilities. Since players can arrange their scores however they want, it is easier to meet the ability requirements of a given class.

Method III Disadvantages: This method is more time-consuming than I or II, especially if players try to "minimize/maximize" their choice of race and class. (To minimize/maximize, or min/max, is to examine every possibility for the greatest advantage.) Players may need to be encouraged to create the character they see in their imaginations, not the one that gains the most pluses on dice rolls.

Method IV (3d6 twice, arranged to taste)

This method has all the benefits of methods II and III. Few, if any, characters are likely to have poor scores. Most scores are above average. The individual score ranges are still not excessively high, so truly exceptional characters are still very rare. However, the majority of characters are significantly above the norm.

Method IV Disadvantages: This method tends to be quite slow. Players spend a lot of time comparing different number combinations. New players easily can be overwhelmed by the large number of choices during this process.

Method V (4d6, drop lowest, arrange as desired)

Before choosing to use this method, think about how adventurers fit into the population as a whole. There are two schools of thought.

One holds that adventurers are no different from everyone else (except for being a little more foolhardy, headstrong, or restless). The man or woman down the street could be an adventurer - all that's required is the desire to go out and be one. Therefore, adventurers should get no special bonuses on their ability rolls.

The other school holds that adventurers are special people, a cut above the common crowd. If they weren't exceptional, they would be laborers and businessmen like everyone else. Player characters are heroes, so they should get bonuses on their ability rolls to lift them above the rabble.

If you choose method V for creating player characters, then you agree with this second view and believe that adventurers should be better than everyone else. This method creates above-average characters. They won't be perfect, but the odds are that even their worst ability scores will be average or better. More scores push into the exceptional range (13 and greater). It is easy for a player to create a character of any class and race.

Method V Disadvantages: Like other methods that allow deliberate arrangement of ability scores, this one takes some time. It also creates a tendency toward "super" characters. Unless you have a considerable amount of experience as a DM, however, beware of extremely powerful characters. They are much more difficult to challenge and control than characters of moderate power. On the plus side, their chance for survival at lower levels is better than "ordinary" characters. See "Super Characters," below, for more on this subject. One last point about method V: High ability scores are less exciting under this method, since they are much more common.

Giving Players What They Want

Players in most AD&D games use the same character over many game sessions. Most players develop strong ties to their characters and get a thrill from watching them advance, grow, and become more successful and powerful. Your game's success depends on how much your players care about their characters. For these reasons, it is important to let the players create the type of characters they really want to play.

At the same time, watch out for a tendency in some players to want the most powerful character possible. Powerful characters are fine if that's the sort of campaign you want. A problem arises, however, if players are allowed to exploit the rules, or your good nature, to create a character who is much more powerful than everyone else's characters. At best, this leads to an unbalanced game. At worst, it leads to bored players and hurt feelings.

Super Characters

One of the great temptations for players is to create super characters. While this is not true of every player all the time, the desire for power above everything else afflicts most players at one time or another.

Many players see their characters as nothing more than a collection of numbers that affects game systems. They don't think of their characters

as personalities to be developed. Players like this want to "win" the game. These players are missing out on a lot of fun.

If players are creating new characters for your campaign, you probably won't have to deal with such super characters. Players can start with ability scores greater than 18 only if the race grants a bonus, but this is extremely rare. Later in the campaign, magic might raise ability scores higher.

The greatest difficulty occurs when a player asks to bring in a character from another campaign where characters are more powerful. Unless you are prepared to handle them, super characters can seriously disrupt a campaign: Players with average characters gradually become bored and irritated as the powerful characters dominate the action. And players with powerful characters feel held back by their weaker companions. None of this contributes to harmony and cooperation among the characters or the players.

Cooperation is a key element of roleplaying. In any group of player characters, everyone has strengths to contribute and weaknesses to overcome. This is the basis for the adventuring party - even a small group with sufficiently diverse talents can accomplish deeds far greater than its size would indicate.

Now, throw in a character who is an army by himself. He doesn't need the other characters, except perhaps as cannon fodder or bearers. He doesn't need allies. His presence alone destroys one of the most fundamental aspects of the game - cooperation.

There are no absolute rules to define a super character, since the definition will vary from campaign to campaign. Characters who are average in your game may be weaklings in your friend's campaign. His characters, in turn, could be frail compared to other groups. Some experience is required to strike the right balance of power, but characters created using the same method should, at least, be comparable.

When someone brings a character from a different campaign and wants to use him in your game, compare the proposed character to those already in the game. You don't want him to be too strong or too weak. Certainly, you should be wary of a character whose ability scores are all 18s!

If you decide a character is too powerful, the player has two choices. First, he can agree to weaken the character in some fashion (subject to your approval). This may be as simple as excluding a few magical items ("No, you can't bring that holy avenger sword +5 that shoots fireballs into my campaign!") or barring the player from using certain special abilities ("I don't care if your previous DM gave your character the Evil Eye, you can't jinx my dice rolls!"). If this sort of change seems too drastic or requires altering ability scores or levels, a better option is simply to have the player create a new character. The old character can be used, without tinkering, in the campaign for which he was created. The new character, more appropriate to your campaign, can develop in your game. Remember that just because another DM allowed something is no reason you have to do the same!

Hopeless Characters

At the other extreme from the super character is the character who appears hopeless. The player is convinced his new character has a fatal flaw that guarantees a quick and ugly death under the claws of some imaginary foe. Discouraged, he asks to scrap the character and create another.

In reality, few, if any, characters are truly hopeless. Certainly, ability scores have an effect on the game, but they are not the overwhelming factor in a character's success or failure. Far more important is the cleverness and ingenuity the player brings to the character.

When a player bemoans his bad luck and "hopeless" character, he may just be upset because the character is not exactly what he wanted. Some players write off any character who has only one above-average ability score. Some complain if a new character is not ideally suited to a particular class or race. Others complain if even one ability score is below average. Some players become stuck in super-character mode. Some want a character with no penalties. Some players cite numerical formulae as proof of a character's hopelessness. In reality, there is no such hard and fast formula.

Before you agree that a character is hopeless, consider the player's motives. Try to be firm and encourage players to give "bad"

characters a try. They might actually enjoy playing something different for a change.

A character with one or more very low score (6 or less) may seem like a loser, like it would be no fun to play. Quite simply, this isn't true! Just as exceptionally high scores make a character unique, so do very low scores. In the hands of good roleplayers, such characters are tremendous fun. Encourage the player to be daring and creative. Some of the most memorable characters from history and literature rose to greatness despite their flaws.

In many ways, the completely average character is the worst of all. Exceptionally good or exceptionally bad ability scores give a player something to base his roleplaying on - whether nimble as a cat or dumb as a box of rocks, at least the character provides something exciting to roleplay.

Average characters don't have these simple focal points. The unique, special something that makes a character stand out in a crowd must be provided by the player, and this is not always easy. Too many players fall into the "he's just your basic fighter" syndrome. In truth, however, even an average character is okay. The only really hopeless character is the rare one that cannot qualify for any character class. The playability of all other characters is up to you.

All of the above notwithstanding, you don't want to force a player to accept a character he doesn't really like. All you will do is lose a player. If someone really is dissatisfied, either make some adjustments to the character or let him roll up a new one.

Players with Multiple Characters

Each player usually controls one character, but sometimes players may want or need more. Multiple player characters are fine in the right situation.

Once your campaign is underway and players learn more about the game world, they may want to have characters in several widely scattered areas throughout that world. Having multiple characters who live and adventure in different regions allows a lot of variety in the game. The characters usually are spread far enough apart so that events in one region don't affect what transpires in the other.

Sometimes players want to try a different class or race of character but do not want to abandon their older, more experienced heroes. Again, spreading these characters out across the world is an effective means of keeping them separate and unique.

Whenever possible, avoid letting players have more than one character in the same area. If, for some reason, players must have more than one character in an area, make sure that the characters are of significantly different experience levels. Even this difference should keep them from crossing paths very often.

If multiple player characters are allowed, each character should be distinct and different. It is perfectly fair to rule that multiple characters controlled by one person must be different classes -perhaps even different races. This helps the player keep them separate in his imagination.

If a player has more than one character available, ask him to choose which character he wants to use for the adventure - before he knows what the adventure is about. If a single adventure stretches across several playing sessions, the same character should be used throughout. All of the player's other characters are considered busy with something else during this time.

Avoid letting players take more than one character along on a single adventure. This usually comes up when the group of characters assembled for the planned adventure is too small to undertake it safely. The best solution to this problem is to adjust the adventure, use a different adventure entirely, or supplement the party with NPC hirelings.

Multiple Character Problems

Playing the role of a single character in depth is more than enough work for one person. Adding a second character usually means that both become lists of numbers rather than personalities.

Shared Items: One single player/multiple character problem that needs to be nipped in the bud is that of shared equipment. Some players will trade magical items, treasure, maps, and gear back and forth among their characters. Do not allow this! Even though one player controls

both characters, those characters are not clones. Their equipment and treasure are extremely valuable. Would a character loan magic items to a character controlled by another player? How about an NPC? Probably not, on both counts. Unless the character is (foolishly) generous in all aspects of his personality, you have every right to disallow this sort of behavior.

Shared Information: Information is a much more difficult problem. Your players must understand the distinction between what they know as players and what their characters know. Your players have read the rules and shared stories about each other's games. They've torn out their hair as the entire party of adventurers was turned into lawn ornaments by the medusa who lives beyond the black gateway. That is all player information. No other characters know what happened to that group, except this: they went through the black gateway and never returned.

The problem of player knowledge/character knowledge is always present, but it is much worse when players control more than one character in the same region. It takes good players to ignore information their characters have no way of knowing, especially if it concerns something dangerous. The best solution is to avoid the situation. If it comes up and players seem to be taking advantage of knowledge they shouldn't have, you can discourage them by changing things a bit. Still, prevention is the best cure.

And remember, when problems arise (which they will), don't give up or give in. Instead, look for ways to turn the problem into an adventure.



PLAYER CHARACTER RACES

Many factors affect a character's background. Two of the most important are his race and his character class. In a sense, a character's class is his profession. Some characters are fighters, some are magic-users, some are clerics, and so on. A character's race may affect which character classes are available to him. Only humans, half-elves and half-orcs have unlimited class options. All non-human races are limited to some extent. There are two reasons for this:

First, the restrictions are intended to channel players into careers that make sense for the various races. Dwarves and halflings are resistant to arcane magic and, to a certain degree, incapable of shaping arcane energy - they can't be magic-users. Similar situations exist for the other demihuman races.

Second, the demihuman races have advantages that are not available to humans. Flexibility, the ability to choose from among all the classes, is one of humanity's advantages.

Allow non-standard race/class combinations only on a case-by-case basis. If you institute a general rule - "Gnomes can now be barbarians" - you will suddenly find yourself with six player character gnome barbarians. If a player desperately wants to play a gnome barbarian,

ask him to come up with a thoughtful rationale explaining why this gnome is a barbarian. It must be plausible and consistent with your campaign setting. If the rationale satisfies you, allow that player, and only that player, to play a gnome barbarian. Explain to the other players that this is an experiment.

Don't allow any other gnome barbarians in the game until you have seen the first one in action long enough to decide whether the class fits into your game. If it does, congratulations - you've broadened your players' horizons. If it doesn't you may have to tell the gnome barbarian player to retire the character or convert him to a normal fighter. Never allow someone to continue playing a character who is upsetting your game.

By following this simple rule, you can test new race/class combinations without threatening your campaign. Moderation is the key to this type of experimentation.

Incorporating New Player Races

The races listed in the Player's Handbook are only a few of the possible intelligent races populating the worlds of the AD&D game. Adventurous DMs and players may want to experiment with characters of other races, such as orcs, lycanthropes, ogres, lizardmen, or even dragons.

Before you do this, however, you need to know very clearly what you are getting into. Unrestricted or ill-considered use of non-standard races can easily and quickly destroy a campaign. Always consider a new race from a variety of angles: How does the new race fit with the other player characters? How does it fit in the campaign in general? What could you accomplish with this race that you couldn't with another?

The majority of players who want to play an unusual race desire only the thrill and excitement of a truly challenging roleplaying situation. There are, however, a few players who see such races as a way to take advantage of game systems and campaign situations. You are well advised to move slowly and carefully in this area.

Allowing player characters of unusual races introduces a whole new set of problems. In creating a new non-human or demihuman player character race, the rules and guidelines below should be followed to preserve game balance:

1. The race should be humanoid (i.e., it must have two hands, at least two legs, and stand generally upright). The race must be able to move about on land. It must also be intelligent. An orc or a centaur would be acceptable.
2. The race cannot possess special abilities beyond the scope of those already given for the other player character races. Although a dragon can *polymorph* into human form, it makes an unlikely player character because it has a breath weapon, can change shape, can cast spells, and is not humanoid in its natural state. A brownie probably would not be a player character because it, too, has abilities beyond those of the standard player character races.
3. The race cannot be extra-dimensional or draw on extra-dimensional powers. It should not have innate spellcasting ability, be undead, or possess magic resistance.
4. The race should be cooperative and willing to interact with the human world. Duerger, a race of deep-dwelling dwarves, have no desire to deal with humans and avoid contact whenever possible. Satyrs resent intruders into their woods and glades, which rules them out as player characters. You must judge this criterion based on the conditions in your game world.

If these conditions are met, the race can be considered as a possible

player character race. Some examples of races that definitely fit the profile are half-orcs, orcs, half-ogres, lizardmen, goblins, centaurs, and kobolds.

When experimenting with a new player character race, allow only one at the start. Do not begin your experiment with a whole party of half-ogres! Start slowly, involving only one player. If the new race is too powerful, it can be easily eliminated. Once the new race is selected, the real work begins. Examine the race and apply all of the following guidelines to it.

Character Abilities

All races, regardless of type, use the same ability generation method as all other player characters. Their scores will range from 3 to 18 unless modified by pluses or minuses.

Creature sizes, defined in the Monstrous Manual, affect abilities as follows: Creatures of Small size have at least a -1 modifier to Strength. Creatures of Large size have a +1 or +2 modifier to Strength. Those with less than average intelligence (as determined by the DM or as listed in the Monstrous Manual) suffer a -1 penalty to Intelligence and those exceptionally intelligent or greater gain a +1 bonus. All other ability modifiers are assigned by the DM. Any race with an ability bonus, particularly to strength, should have an equal penalty to another ability score.

Racial Ability Limits

It is possible for a creature to have seemingly illogical ability scores. However, you can set minimums and maximums on these. The Player's Handbook shows these limits for the standard player character races. It is the DM's job to do the same for non-standard races.

As a guide, creatures of large size should have a ceiling of 17 to Dexterity. Dull-witted creatures (those of low intelligence) should have a limit of 15 to Intelligence.

The DM can waive any requirements if, for example, a player wants (or rolls) a hill giant character with Strength of 11. Some rationale should be offered, however. In the case of the weakling hill giant, perhaps he was the runt of the family, cast out by his fellows and forced to take up adventuring.

Character Classes

The DM must judge what character classes the new race can be. Use the information in the next section as your guide and start with a narrow range of options. You can always widen it later. While almost any sort of creature can be a fighter, very few can be monks or paladins.

Alignment

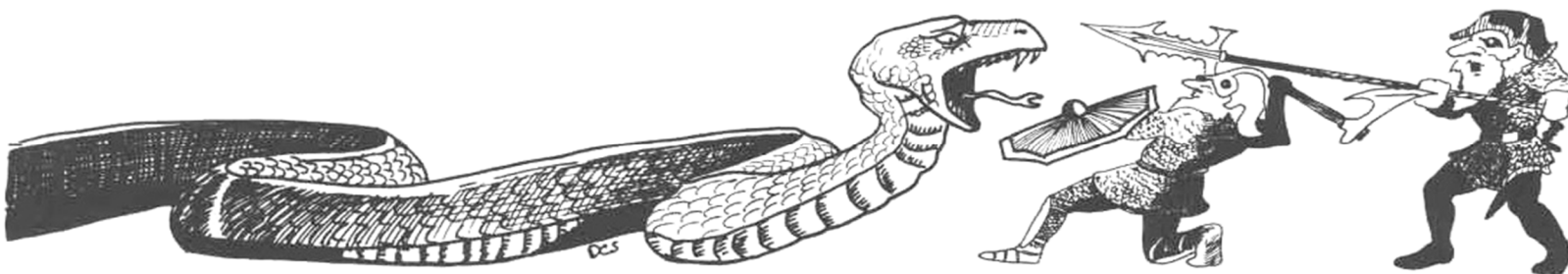
The Monstrous Manual lists alignments for most races. Player characters of that race will tend to be of that or a similar alignment but may, given a plausible back-story, be of any alignment.

Hit Points

All creatures roll their Hit Points using the die appropriate to their chosen class.

Level Advancement

The character progresses like all others of the same character class. Being a non-standard race does not give the player character any special benefits to his character class.



Armor

Most creatures (i.e. orcs, gnolls, and goblins) have an Armor Class of 10 (and thus wear armor for protection). Some creatures, however, have natural armor which is retained by the player character. These characters gain the benefit of a +1 bonus to their AC only if light armor (such as leather or padded armor) is worn.

If heavier armor is worn, natural armor is ignored and Armor Class is determined by the armor being worn. Odd-sized and odd-shaped creatures can't wear off-the-shelf armor; it must be made to order and costs extra (and takes longer to make).

Movement

The creature's Movement Rate is the same as that listed in the Monstrous Manual.

Attacks

The player character is allowed the number of attacks given his character class and level, not the number listed in the monster description in the Monstrous Manual.



Size Problems

Players who play Large-sized creatures hoping to get an advantage over others should quickly discover many problems they didn't anticipate. Consider the plight of the player who decides to have a hill giant. Right away, he'll have a hard time buying basic equipment. Who makes pants for giants in a human town? Everything must be special ordered at two to four times - or more - its normal cost.

This is a minor inconvenience compared to other difficulties. Buildings and dungeons are built for humans and other Medium-sized creatures, denying the large fellow the opportunity for both a hearty drink and exciting adventure. Even the toughest character will tire of drinking from measly cups and buying five dinners at a time. Will he enjoy spending the night in a leaky stable while his companions enjoy warm feather beds upstairs in the inn?

Days of traveling will quickly show him the joys of walking while everyone else rides (no horse can carry him), especially when his companions gallop spryly away from oncoming danger, leaving him in its path. The costs of replacing broken furniture will quickly become prohibitive. Ropes will have an annoying tendency to break when the big lunk tries to climb them. And the hill giant better have at least 20 friends handy to pull him out of that 30' pit!

NPC Reactions

On the personal side, expect NPCs to have strong negative feelings about unusual player character races, even to the point of bigotry and hatred. These reactions will make life more difficult for the player character, but they are the price the player pays for his unusual choice.

New Races and Subraces (Optional)

The character race tables below show new races and subraces that you may wish to make available to player characters. By making these available in your game player characters are not restricted to the racial subtypes presented in the Player's Handbook: dwarves need not be limited to being hill or mountain dwarves; elves and half-elves can be other than of high, grey, or wood elven stock; and gnomes are not restricted to being "surface gnomes."

The special characteristics of the additional subraces and the new player race, the half-ogre, are given on the following pages.

For easy reference two tables are given below in order that players can select the racial stock of their characters based on the abilities generated and with an eye towards what classes the characters will be.

Penalties and Bonuses for Race: Certain racial stocks excel in certain ability areas and have shortcomings in others. These penalties and bonuses are applied to the initial ability scores generated by a player for his character as soon as the racial stock of the character is selected and the modified ability scores then are considered as if they were the actual ability scores generated for all game purposes. These penalties and bonuses are shown below.

Ability Adjustments by Racial Type or Subtype

Race	Ability Adjustments
Dwarf, Gray	Constitution +1, Charisma -1
Elf, Dark (female)	Intelligence +1, Dexterity +1, Charisma +1, Strength -1, Constitution -1
Elf, Dark (male)	Intelligence +1, Dexterity +1, Wisdom -1, Constitution -1
Elf, Wild	Dexterity +1, Constitution -1
Gnome, Deep	Constitution +1, Charisma -1
Half-Ogre	Strength +2, Constitution +2, Intelligence -1, Dexterity -1, Charisma -2

Initial Ability Score Limits by Racial Type or Subtype

Race	Initial Ability Score Limits
Dwarf, gray	Constitution 19, Charisma 17
Elf, Dark (female)	Dexterity 19, Strength 17, Constitution 17
Elf, Dark (male)	Dexterity 19, Wisdom 17, Constitution 17
Elf, Wild	Dexterity 19, Constitution 17
Gnome, Deep	Constitution 19, Charisma 17
Half-Ogre	Strength 19, Constitution 19, Intelligence 15, Dexterity 15, Charisma 13

The maximum initial ability scores listed include ability adjustments by race. Unless indicated otherwise on the table above, all ability scores have a limit of 18. Magic may alter ability scores above these values.

Character Class Preference by Race

Class	Character Race											
	Dwarf, Gray	Dwarf, Hill or Mtn	Elf, Dark	Elf, Grey or High	Elf, Wild	Elf, Wood	Gnome	Half-Elf	Halfling	Half-Ogre	Half-Orc	Human
Assassin	Yes	-	Yes	-	-	-	-	Yes	-	-	Yes	Yes
Barbarian	No	-	No	No	-	No	No	-	No	Yes	Yes	Yes
Bard	-	-	-	Yes	-	Yes	-	Yes	-	No	-	Yes
Cleric	Yes	Yes	Yes	Yes	No	Yes	Yes	Yes	Yes	-	Yes	Yes
Druid	-	-	-	Yes	Yes	Yes	-	Yes	Yes	-	-	Yes
Fighter	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Magic-User	No	No	Yes	Yes	No	-	Yes	Yes	No	No	-	Yes
Monk	No	No	No	No	No	No	No	-	No	No	-	Yes
Paladin	-	-	-	-	No	-	-	-	-	No	-	Yes
Psionicist†	Yes	-	-	-	-	-	-	-	-	-	-	Yes
Ranger	-	-	-	Yes	Yes	Yes	-	Yes	-	-	-	Yes
Thief	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	-	Yes	Yes

† See Appendix A of the Player's Handbook for rules on the psionicist class and the use of psionics in your game.

A "yes" indicates that a character of that race or subrace prefers a given class. A "-" indicates that a character of that race or subrace may choose that class, though such a choice would be atypical. A "no" indicates that a character of that race or subrace cannot select that particular class without their DM's approval, as characters with that race and class combination are exceedingly rare.

NEW RACE DESCRIPTIONS

Dwarves, Gray (Duergar)

Gray dwarves, also known as duergar, are usually found only in the subterranean depths of the earth. While the majority of the members of this subrace are of lawful evil alignment (with neutral tendencies), gray dwarven player characters may be of any alignment. Duergar are thinner than other dwarves, almost emaciated in appearance, and their skin and hair color ranges from medium to dark gray.



Ability Adjustments

Because of their sturdy builds, duergar add 1 to their initial Constitution scores. Their dour and suspicious natures cause them to subtract 1 from their initial Charisma scores.

Combat Bonuses

Duergar have retained the defensive expertise of dwarves against giantkind. They gain a +2 bonus to Armor Class when attacked by giantkind (ettins, ogres, trolls, and giants).

Darkvision 120'

Duergar can see in complete darkness to a distance of 120'. Brightly lit areas, such as areas lit by a torch or lantern, spoil their Darkvision.

Immunities and Resistances

Duergar are highly resistant to magic, gaining a +4 bonus to all Saving Throws versus magic. Duergar are immune to illusion/phantasm spells, poisons, and paralyzation spells and effects.

Level Equivalency

All duergar characters, due to their racial abilities, add 2 to their character level when determining the experience needed to progress in level. As such, a 1st level duergar cleric would effectively be 3rd level for the purposes of determining the experience points needed to reach next level. This increase in effective level only serves to slow level advancement and grants no benefits to the character's level-based abilities, Attack Bonus, or Proficiency Bonus.

Light Sensitivity

Gray dwarves live most of their lives deep beneath the surface of the earth. They will not venture forth into the surface world except at night or on the gloomiest of overcast days. Duergar suffer a -2 penalty to attack rolls, Armor Class, and Dexterity checks when in daylight. Spellcasters and psionics must make a DC 10 Concentration Check in order to successfully cast spells or activate psionic abilities while in daylight. The relatively dim light given off by such sources as torches, lanterns, magic weapons, Light spells, and Faerie Fire spells does not adversely affect a gray dwarf.

Permitted Classes

Duergar may advance in all character classes except for the barbarian, monk, and magic-user. Their preferred classes are the assassin, cleric, fighter, psionicist, and thief.

Proficiencies

Duergar begins play proficient in the following skills: Languages (Undercommon and Dwarven) and Profession (Miner).

Size and Movement Rate

Even though duergar typically stand little over 4' tall they are considered Medium-sized due to their broad shoulders and sturdy build. Duergar move at a rate of 45' per round due to their short stature.

Skill Bonuses

Duergars' expertise at mining and working stone allows them to spot unusual or unique stonework construction. Duergar gain a +2 bonus to all Craft, Perception, and Profession checks when dealing with stonework construction, including finding secret doors and stonework traps. When passing within 10' of a secret door, duergar automatically make a Perception skill check to notice it.

As natural miners, duergar can automatically determine how far below ground they are and can automatically determine which direction they are traveling in when under ground.

Duergar have the ability to move about noiselessly and conceal themselves. They gain a +2 bonus to all Stealth checks.

Spell-like Abilities

All duergar may use the following spell-like abilities once per day: Enlarge Person, Invisibility, and Reduce person. These abilities function as the spells of the same name but may only be cast by duergar upon themselves. The caster level is equal to the duergar character's level.

Elves, Dark (Drow)



Dark elves, also known as drow, are the most divergent of the elven subraces. Their form similar to that of other elves, but their skin color is the inky black of a moonless night and their hair is normally pure white or silver.

A dark elf player character is considered an outcast from his homeland deep within the earth, whether by matter of choice, alignment, or merely being on the losing side of some family-wide power struggle.

As such, drow characters do not have immediate access to the weaponry, armor, cloaks, and poisons that are normally found in the possession of non-player characters of this subrace. Likewise, the default magic resistance rating possessed by NPC dark elves must be slowly gained by dark elf player characters. It is likely that, for NPC drow, this ability comes as a result of their extended dabbling in the dark arts as well as the blessings of demoness Lolth. Once having made the decision to leave their homeland, a drow player character can only gain magic resistance through level advancement.

Player character drow can still rise in power and dominate fellow dark elves, should they attempt a return to their people. In drow society only females may be clerics, priestesses to the demon queen Lolth, though player characters are not bound by this restriction (unless they choose Lolth as their patron deity!).

All dark elves can use a Knowledge: Language skill proficiency to learn Draw Sign, a language of complex hand signals and gestures, combined with facial expressions and body language. The range of communication in this silent tongue is only 60', but it is as informative as any other language within that range. Only the drow may fully master this tongue, though other races may be taught its basic signs and symbols.

Ability Adjustments

Drow males and females gain different ability score adjustments due to the vastly different roles of the two genders in drow society and due to Lolth's blessings upon female drow.

Drow females gain a +1 bonus to their initial Intelligence, Dexterity, and Charisma scores, but suffer a -1 penalty to their Initial Strength and Constitution scores.

Drow males, on the other hand, gain a +1 bonus to their initial Intelligence and Dexterity score, but suffer a -1 penalty to their initial Wisdom and Constitution scores.

Combat Bonuses

Dark elves are trained in the use of two-weapon combat and offset two-weapon fighting penalties by 2.

Darkvision 120'

Dark elves can see in complete darkness to a distance of 120'. Brightly lit areas, such as areas lit by a torch or lantern, spoil their Darkvision.

Immunities and Resistances

Dark elves are immune to ghouls' paralysis, just as their surface cousins are. Drow are also immune to all magical sleep and charm effects.

Drow are highly resistant to magic, gaining a +4 bonus to all Saving Throws versus magic.

Player character dark elves have an MR rating equal to their Proficiency Bonus (to a maximum Magic Resistance rating of 10 at 20th level). The Magic Resistance rating of 10 possessed by NPC dark elves is not shared with player character drow, who are considered to have abandoned their homeland.

Level Equivalency

Female drow characters, due to their racial abilities, add 2 to their character level when determining the experience needed to progress in level. Male drow characters add 1 to their character level when determining the experience needed to progress in level due to their limited abilities.

As such, a 1st level female drow magic-user would effectively be 3rd level for the purposes of determining the experience points needed to reach next level. This increase in effective level only serves to slow level advancement and grants no benefits to the character's level-based abilities, Attack Bonus, or Proficiency Bonus.

Light Sensitivity

Drow live most of their lives deep beneath the surface of the earth. They will not venture forth into the surface world except at night or on the gloomiest of overcast days. Drow suffer a -2 penalty to attack rolls, Armor Class, and Dexterity checks when in daylight. Spellcasters and psionics must make a DC 10 Concentration Check in order to successfully cast spells or activate psionic abilities while in daylight. The relatively dim light given off by such sources as torches, lanterns, magic weapons, Light spells, and Faerie Fire spells does not adversely affect a dark elf.

Permitted Classes

Dark elves may advance in all character classes except for the barbarian and monk. Their preferred classes are the assassin, cleric (for females), magic-user (for males), fighter, and thief.

Proficiencies

Drow begin play proficient in the following skills: Languages (Undercommon and Elven) and Profession (Miner). They also have proficiency with the following weapons: hand crossbows, longbows, shortbows, longswords, and short swords.

Size and Movement Rate

Dark elves are Medium-sized creatures. The base Movement Rate of male drow is 60' per round. The base Movement Rate for female drow is 75' per round.

Skill Bonuses

The long years that the drow have spent expanding their web of subterranean cities have given them expertise at working stone. Drow gain a +2 bonus to all Craft, Perception, and Profession skill checks when dealing with stonework construction, including finding secret doors and stonework traps. When passing within 10' of a secret door, dark elves automatically make a Perception check to notice it.

As natural miners, dark elves can automatically determine how far below ground they are. Drow can also automatically determine which direction they are traveling in when under ground.

The natural grace of the drow gives them the ability to move about noiselessly and conceal themselves. Dark elves gain a +2 bonus to all Stealth checks. In addition, their keen senses grant them a +2 bonus to all Perception skill checks.



Spell-Like Abilities

All dark elves have the innate ability to use the following magic spells once per day: Dancing Lights, Faerie Fire, and Darkness, 15' Radius. Upon attaining 4th level in any class, dark elves gain the ability to cast Detect Magic, Know Alignment, and Levitate, also once per day. Females of 4th level or higher also can use Clairvoyance, Detect Lie, Undetectable Lie, Suggestion, and Dispel Magic, each once per day. The caster level is equal to the drow's level.

Elves, Wild (Grugach)



Wild elves, or grugach, shun outsiders even more fervently than other elves, and are xenophobic even with regard to other elven races. They are similar in appearance to wood elves, but are smaller, thinner, and very fair.

Ability Adjustments

Grugach are nimble and naturally graceful, adding +1 to their initial Dexterity score. At the same time, they are slight of build and suffer a -1 penalty to their initial Constitution score.

Combat Bonuses

Grugach begin play with a +1 bonus to attack rolls made with the following weapons: longbows, shortbows, shortswords, and spears.

Immunities

Wild elves are immune to ghouls' paralysis, and to all magical sleep and charm effects.

Proficiencies

Grugach begin play proficient in the following skills: Language (Elven) and Survival or Profession (Trapper). They also have proficiency with the following weapons: longbows, shortbows, spears, and short swords.

Permitted Classes

Grugach are more limited than other elves in the classes they can practice; they can only be assassins, barbarians, bards, druids, fighters, rangers or thieves. Their preferred classes are the druid, fighter, and ranger.

Size and Movement Rate

Grugach, like other elves, are Medium-sized creatures. Grugach move at 75' per round.

Skill Bonuses

The natural grace of their race gives grugach the ability to move about noiselessly and conceal themselves. Wild elves gain a +2 bonus to all Stealth checks. Likewise, the keen senses of elves grant them a +2 bonus to Perception checks and allows them to spot secret and concealed doors more easily than others. When passing within 10' of a secret door, elves may automatically make a Perception check to notice it.

Twilight Vision

Elves can see normally by moonlight and can see up to 60' away by torchlight.

Gnomes, Deep (Svirfneblin)

Deep gnomes, also known as svirfneblin, are members of a breed of gnome that lives deep beneath the surface of the earth. They can be of any class or combination of classes that is permitted to surface dwelling gnomes. Deep gnomes are more muscular than their above-ground cousins, their gnarled skin ranging from medium brown to grayish brown in color. They have gray eyes and tend to be bald.

Player character deep gnomes must be male, since no females of this subrace have ever been known to take up adventuring careers. Player character deep gnomes do not possess the innate magic resistance of non-player character svirfneblin.

Unlike non-player characters of this subrace, player character svirfneblin do not automatically improve in natural Armor Class as they progress in levels. The reasons why player character deep gnomes lose certain abilities may be similar to why this happens to dark elves (see above).



Ability Adjustments

Deep gnomes, like dwarves, are exceptionally robust and add +1 to their initial Constitution score. They are more muscular than is typical for gnomes and, as such, do not adjust their initial Strength score, though their somber nature imposes a -1 penalty to their initial Charisma score.

Combat Bonuses

The age-old hatred that exists between deep gnomes and both kuo-toa and drow affords them a +1 bonus to attack rolls against these racial enemies.

Years of battling giantkind has trained deep gnomes how to use their height to their advantage against such foes. They gain a +2 bonus to Armor Class when attacked by giantkind (ettins, ogres, trolls and giants).

Darkvision 120'

Deep gnomes can see in complete darkness to a distance of 120'. Brightly lit areas, such as areas lit by a torch or lantern, spoil their Darkvision.

Immunities and Resistances

Deep gnomes are immune to all illusion/phantasm spells. Deep gnomes are highly resistant to all baleful effects and gain a +4 bonus to all Saving Throws.

Level Equivalency

All svirfneblin characters, due to their racial abilities, add 2 to their character level when determining the experience needed to progress in level. As such, a 1st level deep gnome illusionist would effectively be 3rd level for the purposes of determining the experience points needed to reach next level. This increase in effective level only serves to slow level advancement and grants no benefits to the character's level-based abilities, Attack Bonus, or Proficiency Bonus.

Light Sensitivity

Deep gnomes live most of their lives deep beneath the surface of the earth. They will not venture forth into the surface world except at night or on the gloomiest of overcast days. Deep gnomes suffer a -2 penalty to attack rolls, Armor Class, and Dexterity checks when in daylight.

Spellcasters and psionics must make a DC 10 Concentration Check in order to successfully cast spells or activate psionic abilities while in daylight. The relatively dim light given off by such sources as torches, lanterns, magic weapons, Light spells, and Faerie Fire spells does not adversely affect a deep gnome.

Permitted Classes

Deep gnomes may advance in all character classes except for the barbarian and monk. Their preferred classes are the cleric, fighter, magic-user (illusionists in particular), and thief.

Proficiencies

Deep gnomes begin play proficient in the following skills: Languages: Undercommon and Gnomish, as well as Profession: Miner.

Size and Movement Rate

Deep gnomes are Small creatures. Deep gnomes move 45' per round.

Skills Bonuses

Gnomish, like dwarven, expertise at mining and working stone allows them to spot unusual or unique stonework construction. Deep gnomes gain a +2 bonus to all Craft, Perception, and Profession checks when dealing with stonework construction. When passing within 10' of a secret door, deep gnomes automatically make a Perception check to notice it.

As natural miners, deep gnomes can automatically determine how far below ground they are and can automatically determine which direction they are traveling in when under ground.

Deep gnomes are adept at moving about noiselessly and are able to conceal themselves with relative ease. They gain a +2 bonus to all Stealth checks. When hiding in an area of unworked stone, svirfneblin are virtually invisible and gain a +5 to all Stealth checks made to hide. The keen senses of deep gnomes grant them a +2 bonus to all Perception checks.

Spell-Like Abilities

Player character deep gnomes may use the following spell-like abilities once per day: Blindness, Blur, and Change Self, as if cast by a magic-user of the character's level. A deep gnome also radiates Nondetection as the spell, though this applies only to the individual alone and does not affect an area.

When a deep gnome becomes a player character, he forfeits some of the benefits that derive from close association with the Elemental Plane of Earth. However, deep gnomes do retain the innate ability of svirfneblin to summon an earth elemental once per day.

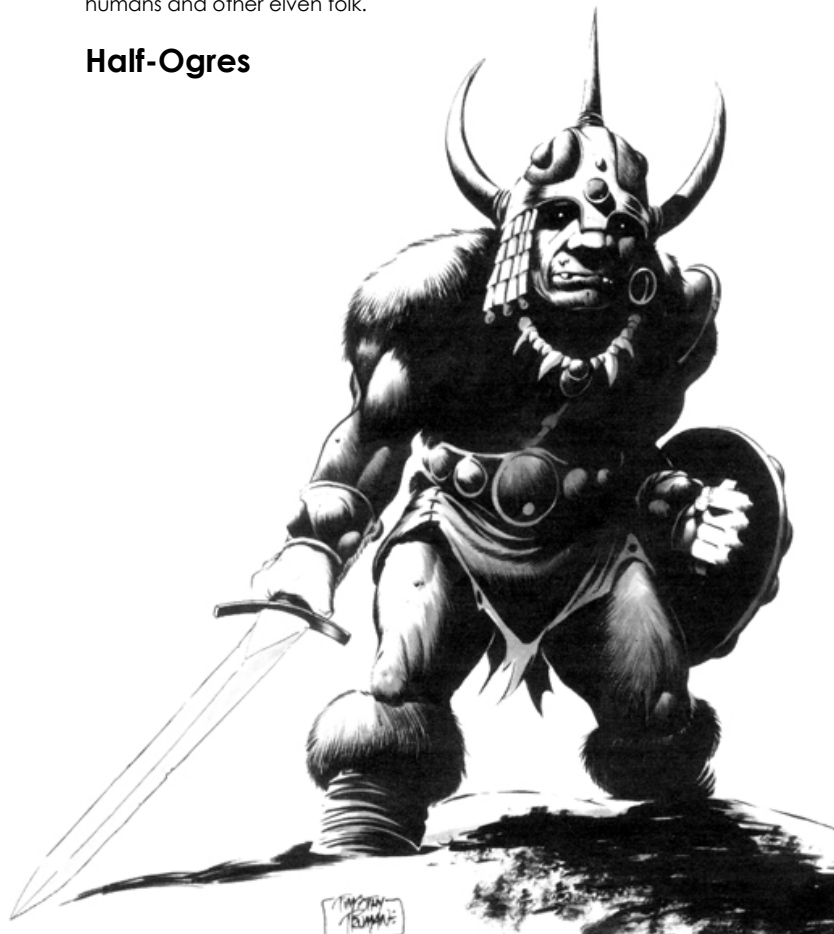
When a deep gnome reaches 6th level, he can perform this feat in a fashion similar to the magic-user spell Conjure Elemental. The type of creature summoned, if any, is determined by rolling d20 and referring to the following table:

D20 Roll	Result
1-2	Summoning fails, no further attempts that day
3-5	Xorn
6-14	8 Hit Die earth elemental
15-17	12 Hit Die earth elemental
18-19	16 Hit Die earth elemental
20	24 Hit Die earth elemental

Half-Elves

Half-elves of high elven ancestry are fully described on page 9 of the Player's Handbook. Because wild elves do not trust humans any farther than they can toss them, no instances are known of half-elves descended from grugach stock. Half-elves of drow descent retain their elf parent's Light Sensitivity and have Darkvision 120' in place of Twilight Vision. They are looked upon as outcasts by the dark elf population and are greeted with suspicion or outright hostility by humans and other elven folk.

Half-Ogres



Half-ogres are rare crossbreeds of human and ogre. Half-ogres range from 7' to 8' in height and weigh between 300 and 400 pounds. Skin color and hair color is variable but tends to be brown, grayish, black, dull yellow (skin only) or one of the above with a slight grey-green hue. Overall, half-ogres have swarthy, dull complexions with dark, lank hair. Most half-ogres have human-like eyes, though about 20% have the white pupils common to ogrekind.

Half-ogres, though generally outcasts among humans and feared for their ugliness and size, can find some acceptance among ogres and ogrillons. Half-ogres in an ogre band need to prove themselves constantly to their larger kin, however. For this reason, half-ogres found among an ogre band are cruel, violent, and strong; weaker half-ogres usually wind up in the stew pot. Most half-ogres found among full-blooded ogres are leaders of the ogre band or are at least well on their way to becoming leaders. Long years suffering the harsh treatment of their kin help half-ogres develop a sense of cunning and a strong will to survive. Therefore, ogres under the leadership of a half-ogre fight more effectively, even engaging in planned ambushes and complicated tactics that are beyond most ogres.

There are a number of advantages and disadvantages to being a half-ogre. On the positive side, their greater size and mass allows half-ogres to use large melee weapons one-handed to their full effect. Their greater size and strength would also allow the use of items such as a *rod of lordly might* or *hammer of thunderbolts* to better advantage. At the same time, most half-ogres aren't strong enough to fully employ either the *mattock* or *maul of the titans*. Luckily, protective rings, bracers, and amulets may be used by the race, despite their size.

On the negative side, half-ogres are cursed with evil dispositions, prone to sullenness and bouts of rage. Even when this is not the case half-ogre characters are viewed with fear and suspicion by most humans and demihumans they come upon.

Furthermore, the cost of specially-sized armor and clothing required by half-ogres is high, at least two times the norm for Medium-sized creature, and weight is 50% more than usual. Large shields, while easier to manipulate for a half-ogre, only provide a +1 bonus to Armor Class because of the limited area protected by the shield. They are also too big to ride anything but an elephant, which is not readily available or of low cost.

When struck by any weapon designed to slay humans or ogres, half-ogres are considered to be of either race. Rangers attacking half-ogres gain the benefits of the Favored Enemies class feature. Finally, half-ogres, whether PCs or NPCs, fight at a disadvantage against dwarves and gnomes, who gain a +2 Armor Class bonus against giant-kind, including half-ogres.

Ability Adjustments

Ogres are brutish creatures who gain a +2 bonus to their initial Strength and Constitution scores but suffer a -2 penalty to their initial Charisma score and a -1 penalty to their initial Intelligence and Dexterity scores.



Racial Preference, Expanded

The following table serves as a guide in determining which races your character will like, be rather indifferent to, or dislike. As Dungeon Master you should take racial preferences into account during interactions between player characters and the various races that they will encounter (see Encounter Reactions on page 43).

Basic Acceptability of Race

Race	D	DG	ED	E	EW	GD	G	½ E	HH	HS	HT	½ OG	½ O	H
Dwarf (D)	P	A	H	A	A	N	G	H	N	G	N	H	H	N
Gray (DG)	A	P	G	H	H	A	A	N	N	A	N	N	N	N
Elf (E)	A	A	H	P	N	N	N	G*	N	N	G	A	A	N
Dark (ED)	A	G	P	H	H	H	A	A*	N	N	A	N	N	N
Wild (EW)	A	A	H	N	P	A	A	A*	A	A	N	A	A	A
Gnome (G)	G	A	A	N	N	G	P	N	G	G	G	H	A	N
Deep (GD)	N	A	H	N	N	P	G	N	N	G	N	H	A	N
Half-Elf (½ E)	N	N	A*	G*	A*	N	N	P	N	N	G	A	A	G
Halfling														
Hairfoot (HH)	N	N	N	N	N	N	G	N	P	P	P	A	N	G
Stout (HS)	G	A	N	N	N	G	G	N	P	P	P	A	A	N
Tallfellow (HT)	N	N	A	G	N	N	G	G	P	P	P	A	A	N
Half-Ogre (½ OG)	H	N	N	A	A	H	H	A	N	N	N	P	N	N
Half-Orc (½ O)	H	N	N	A	A	A	A	A	N	A	A	N	P	N
Human (H)	N	N	N	N	N	N	N	G	G	N	N	A	N	P

* With regard to the reactions of races other than elves, half-elves are considered as a specific racial type. However, elves will react to half-elves as if the half-elf were either a half-elf or a full-blooded elf of the same racial type as the half-elf's non-human ancestor, whichever is the more negative reaction.

The columns and rows for Dwarf (D) characters includes both hill and mountain dwarves, with those for Elf (E) characters includes high, gray, and sylvan elves.

Ability Check Bonuses

Half-ogres, due to their human ancestry, are allowed to choose three ability scores with which they gain a +1 bonus to all ability checks (Saving Throws and skill checks). Strength, Wisdom, and Constitution are common choices for half-ogre characters, though any ability scores may be chosen.

Darkvision 60'

Half-ogres can see in complete darkness to a distance of 60'. Brightly lit areas, such as areas lit by a torch or lantern spoil their Darkvision.

Permitted Classes

Half-ogres, unlike other half-human characters, are limited in their choice of character class. They may only advance in the following classes: assassin, barbarian, cleric, druid, fighter, psionicist, ranger, and thief. Their preferred classes are the fighter and barbarian.

Proficiencies

Half-ogres begin play proficient in the following skills: Languages (Common and Giant).

Size and Movement Rate

Half-ogres are Large-sized creatures. They move 60' per round.

Skill Penalties

Half-ogres suffer a -2 penalty to all Stealth and Sleight of Hand checks due to their bulk and ungainliness.

CHARACTER CLASSES

The Player's Handbook covers the nuts and bolts of character classes, explaining the mechanics of how they work and what they can do, but there is more to being a DM than just knowing the hard and fast rules. Character classes form the heart of the AD&D game, so it is useful to understand some of the concepts and relationships that define classes and how they function.

Class, Level, and the Common Man

Character class and level are useful game measures of a character's talents and abilities. Every class outlines a basic role for the character, a position and career in life. Each level defines additional power and provides a system whereby you can quantify and balance encounters. With only a little practice you learn that characters of X classes and levels can easily defeat monster Y, but that monster Z will give them serious problems. This helps you create exciting, balanced adventures for your players.

Yet, at the same time, you know that the classes available to players do not represent the common man. The teamster driving the wagon that passes the characters probably isn't a fighter, magic-user, or thief. He is a man whose job it is to drive wagons and haul goods. The chambermaid is not a bard, but a commoner. The teamster or chambermaid may be exceptionally skilled and competent, but they lack the exceptional abilities of character classes. For such characters, 0-level NPCs are used.

Few people actually attain any class levels in character classes, and fewer still have advanced beyond 1st level in any class. Not every soldier who fights in a war becomes a fighter. Not every urchin who steals an apple from the marketplace becomes a thief. The characters that advance in level do so because they are in some way special.

This specialness has nothing to do with ability scores, class abilities, or levels. Such characters are special by definition. The fact that player characters are controlled by players renders them special. Perhaps these special characters are more driven or have some unknown inner spark or just the right combination of talents and desires. That's up to the players. Similarly, non-player characters with character classes are special because the DM says so. Plain and simple. There is no secret reason for this - it just is.

Adventurers and Society

If most people do not fall into a particular character class, how common are those with character classes and how do they fit into the society around them?

This is an important question, one you will answer as you create your campaign. You don't have to sit down and think out an exact answer ("2% of the population are adventurers"), although you can get that precise if you want. More likely, the answer will form over time as you populate villages, create encounters, and DM game sessions - you will unconsciously make your choices about frequency and character role. There are, however, differences in how frequently the different classes will logically show up.

Character Classes in Your Campaign

While the character discussion above provides a structure for adventurers in the game, your own campaign might be quite different. For example, there is no rule that says magic-users can't form strong guilds as thieves and assassins do. Such a group would have a profound impact on the campaign world, however. With their magical might, they could control virtually any facet of life they chose - politics, trade, class structure, even private behavior. Such a group would alter the amount of magic in your campaign and who possessed it. Organized magic-users might even attempt to limit the activities of those who present a threat to their power, such as adventurers. Whenever you alter the balance of the character classes, be sure you consider what the changes could do to your campaign.

Beginning Character Levels

If at all possible, start characters at 1st level. The lowest character levels are like the early years of childhood. What happens to a character during these first adventures will do much to determine how that

character will be roleplayed. Did Isolde Heimgard the Dwarf save the day by fool-hardily charging into battle when she was a mere 1st level fighter? If she did, the odds are good the player will try it again and will begin to play Isolde Heimgard as bold and reckless.

On the other hand, if Isolde Heimgard was clobbered the first few times she rushed in, the player would begin to play Isolde Heimgard as cautious and prudent. Even the smallest events can have a great effect on low-level characters, so these events sharply etch the behavior of the character. Deny the player these beginning levels and you are stripping him of the opportunity to develop his character's personality.

Mixing New and Old Characters

Letting players start at the beginning is fine when you first open a campaign, and all player characters can begin at the same level. As sessions are played, however, a disparity in character levels will develop as new players enter the game or old players bring new characters into the campaign (often to replace retired or slain characters). Eventually you'll reach a point where some characters are many levels higher than their new adventuring companions. How, then, do you introduce new players and new player characters into your game?

There are times when you should allow a character to start above 1st level. A newly-created character should begin a campaign no higher than 4th level unless the group is very powerful. If this is the case, he should begin no higher than the lowest level character in the party (and it may be better to start a level or two lower).

The new character should have equipment similar to that of his adventuring companions: If they have horses, he should have a horse, too. But do not give him free magical items. These he must earn. He should start with a small amount of cash.

Sometimes a player can replace a fallen character by promoting an NPC henchman to player character status. This is a good method because the player is already familiar with the NPC and may have created a personality for him. When this happens, the player is given the NPC character sheet and allowed to take full control of it.

Pre-Rolled Characters

It is useful to have a few pre-rolled characters on hand. These should be of several different levels and classes, with equipment and personality quirks noted. These "instant" player characters can be used by guest players (those only able to play in a few sessions) and by regular players whose characters have died during the course of a session.

When the latter occurs, introduce the new character at an appropriate point and then allow the player to control it for the rest of the evening. This keeps that player from being bored. If the player enjoys the character (and you are pleased with the arrangement), you can allow him to continue playing that character in future sessions.

High-Level Characters

Along with character classes and levels comes the natural tendency to classify campaigns according to the level of the characters. Experienced players speak of "low-level" or "high-level" games in different terms and, indeed, such games are different from one another. Also differing from game to game, however, is the definition of high level.

What constitutes a low- or high-level game is a matter of taste. Generally, DMs and players find a range of character levels that is comfortable for their style of play. Campaigns that commonly have 4th to 8th level characters consider those with 12th level or more to be high level, while those with 12th level characters set the limit closer to 18th or 20th level. While there is no set break-point for high level, character duties and responsibilities begin to change around between 9th and 12th level.

Generally, players find battling monsters and discovering treasure to be less and less satisfying as time goes on. Their characters' abilities are such that monsters need to be almost ridiculously powerful to threaten them. Treasures must be vast to make an impression. While incredible foes and huge treasures are good once in a while, the thrill quickly wears thin.

When players begin to get jaded, consider changing the style of the campaign. Higher level characters have great power - they should have adventures where that power influences and involves them in the campaign world. As leaders, rulers, and wise men, their actions affect more than just themselves, spreading outward in ripples over those they rule and those they seek to conquer. Political machinations, spying, backroom deals, treachery, and fraud become more pronounced. While these elements can play a part in a low-level campaign, at higher levels, the stakes are much greater. Added intrigue can be introduced into a campaign gradually.

For example, Varrack, a mid-level fighter, is appointed sheriff of a local village as a reward for his sterling deeds. He can still adventure as he has been accustomed to, but now he must also watch over the villagers. The DM has the local bandits raid the trade road. As sheriff, Varrack must stop them. He goes with a small group, only to discover a camp of 500 outlaws. Realizing he's badly outnumbered, he beats a hasty retreat, raises a small militia, and clears the countryside of the enemy. With this he rises in level. In addition, his lord is pleased and grants Varrack stewardship of several villages, with sheriffs under his command. The neighboring baron (who organized and sent the bandits) notes Varrack's success with mild displeasure, planting the seed of a festering hate. More immediately, the craven and vengeful sheriff of the next village on the road (whose incompetence allowed the bandits to flourish) suddenly finds himself out of favor. He blames Varrack and searches for a way to bring the new steward down.

As the campaign progresses, the DM can slowly spin a web of intrigue around Varrack as enemies, open and hidden, seek to block his progress or use him to topple his own lord. Against the odds, Varrack may find himself destined to become the king's champion, gaining new titles, responsibilities, friends, and enemies along the way.

Theoretically, there is no upper limit to character class levels. The material presented here takes characters only to 20th level - experience has shown that player characters are most enjoyable when played within the 1-20 range. Above 20th level, characters gain few additional powers and face even fewer truly daunting adventures.

Consummate skill and creativity are required to construct adventures for extremely powerful characters (at least adventures that consist of more than just throwing bigger and bigger monsters at the nearly unbeatable party). Very high level player characters have so few limitations that every threat must be directed against the same weaknesses. And there are only so many times a DM can kidnap friends and family, steal spell books, or exile powerful lords before it becomes old hat.

Retirement

When characters reach the level where adventures are no longer a challenge, players should be encouraged to retire them. Retired characters enter a "semi-NPC" state. The character sheets and all information are entrusted to the DM's care.

A retired character still lives in the campaign world, usually settled in one spot, and normally has duties that prevent him from adventuring. While in the DM's care, he does not gain experience, use his magic items, or spend his treasure. It is assumed that he has income to meet his normal expenses.

The retired character can be used to provide players with information, advice, and some material assistance (if this is not abused). However, his or her overall actions are controlled by the DM, not the player who

originally created the character.

If at all possible, player characters should be encouraged to retire as a group. This way all players can create and play new characters of approximately the same level. If only one player retires his character to start a new 1st level character while all the others continue with 20th level characters, the poor newcomer can't really adventure with them. (If he does, the player won't get to do much or the character will have a very short life expectancy!)

Some players may be reluctant to retire a favorite character. Explain to these players that retirement doesn't mean the character can never be used again. Be sure to create special adventures that require those high-level heroes to come out and do battle.

Every once in a while, the old adventuring group may have to reassemble to deal with some threat to the kingdom or the world. It's the chance to show those upstart new characters just what a really powerful group can do! It also gives the players the opportunity to roleplay some of their old favorites.

If the players see the opportunity to use their powerful characters, even infrequently, they will be less reluctant to spend most of their playing time with new, lower-level characters.



ALIGNMENT

Alignment is a shorthand description of a complex moral code. It sketches out the basic attitudes of a person, place, or thing. It is a tool for the DM. In sudden or surprising situations, it guides the DM's evaluation of NPC or creature reactions. By implication, it predicts the types of laws and enforcement found in a given area. It affects the use of certain highly specialized magical items.

For all the things alignment is, there are some very important things that it is not. It is not a hammer to pound over the heads of player characters who misbehave. It is not a code of behavior carved in stone. It is not absolute, but it can vary from place to place. Neither should alignment be confused with personality. It shapes personality, but there is more to a person than just alignment.

Player Character Alignment

It is essential that each character's alignment be noted in the DM's records for that character. Are the alignments too different? Are they different enough to break the party apart? Will this interfere with the planned adventure or campaign?

Sometimes characters of different alignments possess such radically varied world views to make cooperation impossible. For example, a strict lawful good and a chaotic neutral would find their adventuring marked by animosity and mistrust. A true chaotic neutral would make just about anyone trying to work with him crazy.

There are two approaches to an alignment problem in the group. The first is to explain the problem to the players involved. Explain why their alignments could cause problems and see if they agree or disagree. If necessary, suggest some alignment changes - but never force a player to choose a new alignment. It is his character, after all. Wildly different characters might find ways to work together, making adventures amusing (at least) and maybe even successful in spite of the group's problems.

The second approach requires that players keep their alignments secret. Don't tell anyone that there might be a problem. Let players roleplay their characters and discover the problems on their own. When problems arise, let the characters work them out themselves. This approach is best suited to experienced roleplayers and, even then, it can play havoc with a campaign. Since secrecy implies mistrust, this method should be used with extreme caution.

Roleplaying Alignment

During play, pay attention to the actions of the player characters. Occasionally compare these against the characters' alignments. Note instances in which the character acted against the principles of his alignment. Watch for tendencies to drift toward another, specific alignment.

If a character's class requires that he adhere to a specific alignment, caution him when a proposed action seems contrary to that alignment. Allow the player to reconsider. Never tell a player that his character cannot do something because of his alignment. Player characters are controlled by the players. The DM intervenes only in rare cases (when the character is controlled by a spell or magical item, for example). Finally, as in all points of disagreement with your players, listen to their arguments when your understanding of an alignment differs from theirs. Even though you go to great effort in preparing your game, the campaign world is not yours alone - it also belongs to your players.

Keeping Players in the Dark

Characters should never be sure of other characters' alignments. This is one of the DM's most powerful tools - keep the players guessing. They will pay more attention to what is going on if they must deduce the true motivations and attitudes of those they employ and encounter.

Changing Alignment

Sooner or later, a player character will change alignment. A character might change alignment for many reasons; most of them have nothing to do with the player "failing" to play his character's role or the DM "failing" to create the right environment.

Player characters are imaginary people. But, like real people, they grow and change as their personalities develop. Sometimes circumstances conspire against the player character. Sometimes the player has a

change of attitude. Sometimes the personality created for the player character just seems to pull in an unexpected direction. These are natural changes. There might be more cause for concern if no player character ever changes alignment in a campaign.

There is no rule or yardstick to determine when a character changes alignment. Alignment can change deliberately, involuntarily or unconsciously. This is one of those things that makes the game fun. Players are free to act, and the DM decides if (and when) a change goes into effect. This calls for some real adjudication. There are several factors to consider:

- **Deliberate Change:** Deliberate change is engineered by the player. He decides he doesn't want to play the alignment he originally chose. Perhaps he doesn't understand it, or it's not as much fun as he imagined, or it's clear that the player character will have a more interesting personality with a different alignment. All the player has to do is have his character start acting according to the new alignment. Depending on the severity of the actions and the determination of the player, the change can be quick or slow.
- **Involuntary Change:** Involuntary alignment change is forced on the character. Most often this is the result of a spell or magical item. Involuntary changes are immediate, and the character's previous actions have little bearing on the change.
- **Unconscious Change:** Unconscious change happens when the character's actions are suited to a different alignment without the player realizing it. As in the case of a deliberate alignment change, the DM should keep track of the character's actions. If the DM suspects that the player believes his character is acting within his alignment, the DM should advise the player that his character's alignment is coming into question. An unconscious alignment change should not surprise the player - not completely, anyway.

Charting the Changes: During the course of play, keep notes on the actions of the player characters. At the end of each session, read through those notes, paying attention to any unusual behavior. Note which alignment seems most appropriate to each character's actions.

If, over the course of several playing sessions, a character's actions consistently fit an alignment different from the character's chosen alignment, an alignment change is probably in order. If small actions are taking a character outside his alignment, the change should be gradual - maybe even temporary. Severe actions could require an immediate and permanent alignment change.

Example: A paladin burns the village to prevent the disease from spreading, committing a seriously evil act. In this case, the DM is justified in instituting an immediate alignment change to lawful evil or even chaotic evil. The character eventually might be able to change back to lawful good alignment, but he will never again be a paladin.

Effects of Changing Alignment: Unless the character plays a class with alignment restrictions, alignment change carries no penalty, other than roleplaying repercussions. The character may develop a reputation for fickleness or inconstancy, while those who know the character well may come to question his motives and dedication.

Characters with class-based alignment restrictions may not advance in that class should their alignment no longer suit that class. They may only advance once they have *atoned* and returned to a suitable alignment. Classes with divine spells or spell-like class abilities (i.e. *cure disease*, *divine sense*, *divine aura*, etc.) will lose those abilities until they have atoned and returned to a suitable alignment.

NPC Alignment

Just as a well-played character acts within the limits of his alignment, NPCs should act consistently with their alignments. Judicious and imaginative use of NPCs is what creates a believable fantasy world.

Alignment is a quick guide to NPC and monster reactions. It's most useful when you don't want to take the time to consult a page of tables and you haven't devised a complete personality for every casually encountered NPC. NPCs tend to act in accordance with their alignment (though they are no more perfect in this regard than player characters).

Thus, a chaotic evil goblin tends to react with threats and a show of might. It considers someone who appeals to its compassion as a

weakling, and it automatically suspects the motives of anyone who tries to be friendly. According to the gnoll's view of society, fear and bullying are the keys to success, mercy and kindness are for the weak, and friends are good only for the things they can provide - money, protection, or shelter. A lawful good merchant, meanwhile, would tend to hold the opposite view of things.

Roleplaying NPC Alignment

Remember that alignment is not personality. If every lawful good merchant is played as an upright, honest, and friendly fellow, NPCs will become boring in a hurry. Just because a merchant is lawful good doesn't mean he won't haggle for the best price, or even take advantage of some gullible adventurer who is just passing through. Merchants live by making money, and there is nothing evil about charging as much as a character is willing to pay. A chaotic good innkeeper might, quite reasonably, be suspicious of or hostile to a bunch of ragged, heavily armed strangers who stomp into his inn late at night. A chaotic evil wizard might be bored and happy for a little companionship as he sits by the inn's fire.

To create memorable NPCs, don't rely solely on their alignment. Add characteristics that make them interesting, adapting these to fit the character's alignment. The merchant, perhaps feeling a little guilty about over-charging the adventurer, might give the next customer a break on the price. The innkeeper might be rude to the adventurers while clearly being friendly to other patrons. The chaotic evil wizard might discover that, while he wanted some companionship, he doesn't like the company he got. He might even leave behind a token of his irritation, such as bestowing the head of a donkey on the most annoying character.

Alignment of Magical Items

Certain powerful magical items, particularly intelligent ones, have alignments. Alignment in these cases is not an indication of the moral properties of the item. Rather, it is a means of limiting the number and types of characters capable of using the item - the user's alignment must match the item's alignment for the magic to work properly. Aligned magical items, usually weapons, were created with a specific ethos in mind. The item was attuned to this ethos by its creator.

Aligned items reveal their true powers only to owners who share the same beliefs. In the hands of anyone else, the item's powers remain dormant. An extremely powerful item may even harm a character of another alignment who handles the item, especially if the character's alignment is opposed to the item's. Aligned magical items should be rare. When an item has an alignment, it is a sign of great power and purpose. This creates opportunities for highly dramatic adventures as the player characters learn about the item, research its history, track it across the country, discover its ancient resting place and overcome the guards and traps set to protect it.

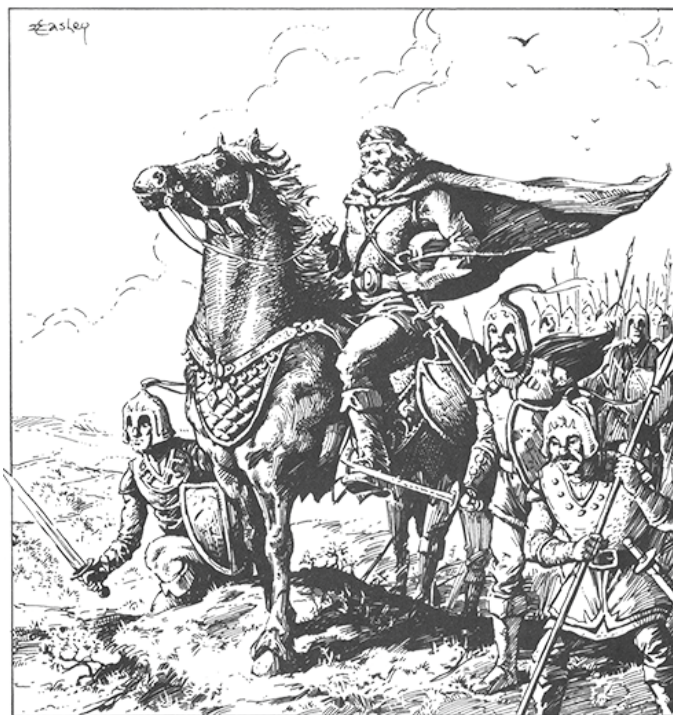
Alignment Changes Due to Magical Items

A particularly insidious type of magical item is the one that changes a character's alignment. Unlike the usual, gradual methods by which a character changes alignment, magical alignment changes are instantaneous. The character's personality undergoes an immediate transformation, something like magical brainwashing. Depending on the new alignment, the change may or may not be immediately noticeable. However, you should insist that the player roleplay his new situation. Do not allow him to ignore the effects the alignment change will have on his character's personality. Indeed, good roleplayers will take this as an opportunity to stretch their skills.

Faith and Alignment

General alignments also can be applied to religions. The beliefs and practices of the religion determine its alignment. A religion that espouses understanding, working in harmony with others, and good deeds is more than likely lawful good. Those that stress the importance of individual perfection and purification are probably chaotic good.

It is expected that the priests of a religion will adhere to its alignment, since they are supposed to be living examples of these beliefs. Other followers of the religion need not adhere exactly to its alignment. If a person's alignment is very different from his religion's, however, a priest is certainly justified in wondering why that person adheres to a religion which is opposed to his beliefs and philosophy.



Societal Alignment

Player characters, NPCs, and monsters are not alone in having alignment. Since a kingdom is nothing but a collection of people, united in some fashion (by language, common interest, or fear, for example), it can have an overall alignment. The alignment of a barony, principality, or other small body is based on the attitude of the ruler and the alignment of the majority of the population.

The alignment of the ruler determines the nature of many of the laws of the land. Lawful good rulers usually try to protect their territory and do what's best for their subjects. Chaotic good rulers try to help people, but irregularly, being unwilling to enact sweeping legislation to correct a social ill.

At the same time, the enforcement of the laws and the attitudes found in the country come not from the ruler but the subjects. While a lawful good king issues decrees for the good of all, his lawful evil subjects could consider them inconveniences to work around. Bribery might become a standard method for doing business.

If the situation is reversed (a lawful evil king with mostly lawful good subjects), the kingdom becomes an unhappy place, filled with grumbling about the evil reign that plagues it. The king, in turn, resorts to severe measures to silence his critics, creating even more grumbling. The situation is similar to romantic portrayals of Norman England, with the good and true peasants struggling under the evil yoke of Prince John (as in Robin Hood and Ivanhoe).

The general alignment of an area is determined by the interaction between ruler and ruled. Where the ruler and the population are in harmony, the alignment tendency of the region is strong. When the two conflict, the attitudes of the people have the strongest effect, since the player characters most often deal with people at this level. However, the conflict between the two groups - subjects and lord - over alignment differences can create adventure.

Using Area Alignments

Using a general alignment for an area allows a quick assessment of the kind of treatment player characters can expect there. The following gives ideas for each alignment.

- **Lawful Good:** The people are generally honest, law-abiding, and helpful. They mean well (at least most of them do). They respect the law. As a rule, people don't walk around wearing armor and carrying weapons. Those who do are viewed with suspicion or as trouble-makers. Some societies tend to dislike adventurers, since they often bring trouble.

- **Lawful Neutral:** The people are not only law-abiding; they are passionate creators of arcane bureaucracies. The tendency to organize and regulate everything easily gets out of control. In large empires there are ministries, councils, commissions, departments, offices, and cabinets for everything. If the region attracts a lot of adventurers, there are special ministries, with their own special taxes and licenses, to deal with the problem. The people are not tremendously concerned with the effectiveness of the government, so long as it functions.
- **Lawful Evil:** The government is marked by its severe laws, involving harsh punishments regardless of guilt or innocence. Laws are not intended to preserve justice so much as to maintain the status quo. Social class is crucial. Bribery and corruption are often ways of life. Adventurers, since they are outsiders who may be foreign agents, are viewed with great suspicion. Lawful evil kingdoms often find themselves quashing rebellions of oppressed peasants clamoring for humane treatment.
- **Neutral Evil, Neutral Good, and True Neutral:** Areas dominated by these three alignments tend to adopt whatever government seems most expedient at the moment. A particular form of government lasts as long as the ruler or dynasty in power can maintain it. The people cooperate when it suits them - or, in the case of true neutrals, when a sense of balance is preserved.

Such neutral territories often act as buffer states between lands of extreme alignment difference (for example, between a lawful good barony and a vile chaotic evil principality). They shift allegiance artfully to preserve their borders against the advances of both sides in a conflict.

Neutral evil countries tend to be benign (but not pleasant) dictatorships while neutral good countries are generally "enlightened" dictatorships. Transfers of power are usually marked by shifts in government, though these are often bloodless coups. There is a certain apathy about politics and government. Adventurers are treated the same as everyone else.
- **Chaotic Good:** The people mean well and try to do right, but are hampered by a natural dislike of big government. Although there may be a single ruler, most communities are allowed to manage themselves, so long as their taxes are paid and they obey a few broad edicts. Such areas tend to have weak law enforcement organizations. A local sheriff, baron, or council may hire adventurers to fill the gap. Communities often take the law into their own hands when it seems necessary. Lands on the fringes of vast empires far from the capital tend to have this type of alignment.
- **Chaotic Neutral:** There is no government. Anarchy is the rule. A stranger to such a town may feel as if he has ridden into a town of madmen.
- **Chaotic Evil:** The people are ruled by, and live in fear of, those more powerful than themselves. Local government usually amounts to a series of strong-arm bosses who obey the central government out of fear. People look for ways to gain power or keep the power they've got. Assassination is an accepted method of advancement, along with coups, conspiracies, and purges. Adventurers are often used as pawns in political power games, only to be eliminated when the adventurers themselves become a threat.

Varying Social Alignment

Within these alignments, of course, many other government types are possible. Furthermore, even within the same kingdom or empire, there may be areas of different alignment. The capital city, for example, where merchants and politicians congregate, may be much more lawful (or evil, etc.) than a remote farming community.

Alignment is only one pattern of social organization. Not every nation or barony is defined by its alignment. Other methods of describing a group of people can also be used - peaceful, warlike, barbaric, decadent, dictatorial, and civilized are all possible descriptions. You need only look at the world today to see the variety of societies and cultures that abound in the realms of man. A good DM will sprinkle his campaign world with exotic cultures created from his own imagination or researched at the local library.



Alignment as a Worldview

In addition to all its other uses, alignment can become the central focus of a campaign. Is the world caught in an unending struggle between the forces of good and evil, law and chaos? The answer affects how the campaign world is created, how the campaign is run, and how adventures are constructed. It also affects players' perspectives on and reactions to various situations and events.

In a typical campaign, the primary conflict in the world is not a struggle between alignments. The campaign world is one in which passion, desire, coincidence, intrigue, and even virtue create events and situations. Things happen for many of the same reasons as in the real world. For this reason, it may be easier to create adventures for this type of campaign. Adventure variety and excitement depend on the DM's sense of drama and his ability as a storyteller. Occasionally player characters discover a grand and hideous plot, but such things are isolated affairs, not part of an overall scheme.

However, for conspiracy-conscious DMs, a different world view might be more suitable, one where the powers of alignment (gods, cults, kingdoms, elemental forces) are actively struggling against each other. The player characters and NPCs may be agents of this struggle. Sometimes, they are aware of their role. At other times, they have no idea of their purpose in the grand scheme of things.

Even rarer are those campaigns where the player characters represent a third force in the battle, ignored or forgotten by the others. In such a world, the actions of adventurers can have surprising effects.

Alignments in Conflict

There are advantages and disadvantages to building a campaign around alignment struggles. On the plus side, players always have a goal, even if they're not always aware of it. This goal is useful when constructing adventures. It motivates player characters and provides a continuing storyline; it ensures that characters always have something to do ("Restore the balance of Law, loyal followers!"). Also, a sense of heroism permeates the game. Players know that their characters are doing something important, something that has an effect on the history of the campaign world.

There are disadvantages to this approach, too, but none that can't be avoided by a clever DM. First is the question of boredom. If every adventure revolves around maintaining balance or crusading for the cause, players might get tired of the whole thing.

The solution is simply to make sure adventures are varied in goal and theme. Sometimes characters strive in the name of the great cause. Other times they adventure for their own benefit. Not every battle needs to be a titanic struggle of good vs. evil or light vs. darkness.

Another concern is that everything the characters do may affect their quest. An aligned game universe is one of massive and intricate cause-and-effect chains. If X happens over here, then Y must happen over there. Most adventures must be woven into the thread of the storyline, even those that don't seem to be a part of it. This is in direct conflict with the need for variety, and the DM must do some careful juggling. A big quest is easy to work into the story, but what happens when the player characters take some time off to go on their own adventure? Are they needed just then? What happens in their absence? How do they get back on track? What happens when someone discovers something no one was meant to know? For these problems there are no easy answers. A creative DM will never be idle with this sort of campaign.

Finally, there is the problem of success and failure. An aligned universe tends to create an epic adventure. Player characters become involved in earthshaking events and deal with cosmic beings. Being at

the center of the game, player characters assume great importance (if they don't, they will quickly get bored). This is standard stuff in sword-and-sorcery fiction, so it is natural that it also appears in a sword-and-sorcery roleplaying adventure.

Fiction writers have an advantage DMs do not, however - they can end the story and never return to it. At the end of the book, the good guys win, the world is set right, and the covers are closed. The writer never has to worry about it again, unless he wants to. What happens when characters win the final conflict, the battle that puts all to right? What can be done after peace and harmony come to the universe? Further, the author knows who is going to win. He starts by knowing the good guys will triumph. There may be many twists, but eventually the heroes come out on top. Many DMs make the same assumption. They are wrong.

Never simply assume that the characters will win. What if they don't? What if the forces of darkness and evil win the final battle? No matter how high the odds are stacked in their favor, there is always a chance that the characters will do something so stupid or unlucky that they lose. Victory cannot be guaranteed. If it is, players will quickly sense this and take advantage of it.

Never-Ending Conflict

The best way to avoid the problems described above is to design the characters' struggle so it is never-ending. At the very least, the conflict is one that lasts for millennia - well beyond the lifetimes of the player characters.

However, to keep the players from feeling frustrated, certain they can never accomplish anything, their characters must be able to undertake sizable tasks and win significant victories. Player characters fighting for the cause of good may eventually drive back the growing influence of the chief villain, but they defeat only a symptom, not the disease itself.

There always can be a new threat. Perhaps the evil villain himself

returns in a new and more hideous manifestation. The DM must be prepared with a series of fantastic yet realistic threats. These gradually increase in scope as the characters become more powerful. Thus, it is possible to build a campaign where the forces of alignment play an active role in things. It is difficult, and there are many hazards, but imagination and planning can overcome the obstacles.

Alignment as a Tool

Even though it has been said several times already, this point is important enough to repeat - alignment is a tool to aid roleplaying, not a hammer to force characters to do things they don't want to do. The DM should never tell a player, "Your character can't do that because it's against his alignment," unless that character is under some type of special magical control. Let players make their own decisions and their own mistakes. The DM has enough to do without taking over the players' jobs, too.

Despite this prohibition, the DM can suggest to a player that an action involves considerable risk, especially where alignment is concerned. If the player still decides to go ahead, the consequences are his responsibility. Don't get upset about what happens to the character. If the paladin is no longer a paladin, well, that's just the way things are.

Such suggestions need not be brazen. True, the DM can ask, "Are you sure that's a good idea, given your alignment?" He can also use more subtle forms of suggestion woven into the plot of the adventure. Tomorrow the cleric intends to go on a mission that would compromise his alignment. That night, he has a nightmare which prevents any restful sleep. In the morning he runs into an old soothsayer who sees ill omens and predicts dire results. His holy symbol appears mysteriously tarnished and dull. The candles on the altar flicker and dim as he enters the temple. Attentive players will note these warnings and may reconsider their plans. If they do not, it is their choice to make, not the DM's abilities until they have atoned and returned to a suitable alignment.



PHYSICAL TRAITS

After a player has selected his character's race and class, he may want to fill in the details of his character. While not required to do so, there are many situations in which this information is vital or useful to roleplaying.

The vital statistics tables below include entries for every subrace presented in this tome, as well as for the half-ogre race presented herein. These tables expand upon those presented on page 36 of the Player's Handbook. For clarification on how to read or use these tables, see the notes for the corresponding tables in the Player's Handbook.

Age, Expanded

At the onset of each and every character's creation you should establish his age. For player characters and henchmen, you may use the following table or may assign age as you see fit.

Once character age is established, you should keep track of it from game year to game year. To normal game years must be added any of the various unnatural causes of aging. These effectively add years to the character's age. The effects of aging are given in the next section. The maximum age of any character is likewise explained.

Class (or Subclass Thereof)

Race	Cleric	Fighter	Magic-User	Monk	Thief or Psionicist
Dwarf	75+4d10	20+5d4	-	-	35+5d6
Elf	100+1d%	25+5d10	75+1d%	-	50+5d10
Gnome	75+5d10	20+5d4	75+5d6	-	35+5d6
Half-Elf	18+2d4	15+2d6	20+4d6	20+2d4	18+2d4
Halfling	24+3d6	16+4d6	-	-	16+4d6
Half-Ogre	20+1d4	15+1d4	-	-	20+1d4
Half-Orc	16+2d4	13+1d6	20+2d6	20+1d4	20+2d4
Human	18+1d4	15+1d6	20+2d6	20+1d4	18+1d4

* For multiclassed characters use the column that generates the highest starting age.

Aging

In order to establish the overall effects of age, it is necessary to establish a number of standard age brackets for each race of characters (see the Age Categories table below for details). When age category is established, modify ability scores accordingly, making each change progressively from young adulthood, all additions and subtractions being cumulative.

Age Categories

Race	Young	Mature	Middle-Aged	Old	Venerable
Dwarf, Gray	25-50	51-150	151-250	251-350	351-500
Dwarf, Hill	25-50	51-150	151-250	251-350	351-500
Dwarf, Mountain	25-60	61-175	176-275	276-400	401-550
Elf, Dark	25-100	101-400	401-500	551-750	751-1000
Elf, Gray	25-250	251-650	651-1000	1001-1500	1501-2000
Elf, High	25-175	176-550	551-800	801-1200	1201-1600
Elf, Wild	25-150	151-500	501-700	701-1050	1051-1400
Elf, Wood	25-150	151-500	501-700	701-1050	1051-1350
Gnome, Deep	25-90	91-200	301-450	451-600	601-900
Gnome, Surface	25-90	91-300	301-400	401-600	601-800
Half-Elf	15-40	41-100	101-175	176-250	251-350
Halfling	18-32	33-68	69-110	111-150	151-220
Half-Ogre	12-18	19-40	41-60	61-90	91-120
Half-Orc	12-15	16-30	31-45	46-64	65-90
Human	15-20	21-40	41-60	61-90	91-120

- Middle-aged: Subtract 1 point of Strength, Dexterity, or Constitution.
- Old: Subtract 1 points of Strength, Dexterity, and Constitution.
- Venerable: Subtract 1 point of Strength, Dexterity, and Constitution.

Determination of Maximum Age

Unless the character dies of some other cause, he will live to old age. The character's maximum age is equal to the maximum age listed for "middle aged" plus 1-100% (d%) of that listed age.

Death Due to Age

This is a serious matter, for unless the lifespan can otherwise be prolonged, the character brought back from such death faces the prospect of soon dying again. Beyond the maximum age determined for the character in question, no form of magic which does not prolong lifespan will work.

Of course, multiple *potions of longevity*, Wish spells, and possibly magical devices will allow a greatly extended lifespan, but once a character dies due to old (venerable) age, then it is all over. If you make this clear, many participants will see the continuity of the family line as the way to achieve a sort of immortality.

Height and Weight, Expanded

Heights and weights for races or subraces not listed on the table must be decided by you as DM. Females tend to be lighter and shorter than males. Thus, the base numbers for height and weight are divided into male/female values.

Race	Base Height	Modifier	Base Weight (lbs.)	Modifier (lbs.)
Dwarf, Gray	3'9" or 3'6"	+2d4"	75 or 50	+4d6
Dwarf, Hill	3'9" or 3'6"	+2d4"	130 or 100	+8d6
Dwarf, Mountain	3'9" or 3'6"	+3d4"	130 or 100	+10d6
Elf, Dark	4'6" or 4'3"	+3d4"	75 or 70	+4d6
Elf, Gray	4'6" or 4'3"	+3d4"	85 or 80	+4d6
Elf, High	4'6" or 4'3"	+3d4"	85 or 80	+4d6
Elf, Wild	4'3" or 4'	+1d4"	65 or 50	+4d4
Elf, Wood	4'6" or 4'3"	+3d4"	85 or 80	+6d6
Gnome, Deep	3' or 2'10"	+2d4"	45 or 40	+4d6
Gnome, Surface	3' or 2'10"	+2d4"	50 or 45	+5d6
Half-Elf	4'9" or 4'6"	+4d4"	100 or 80	+8d8
Halfling, Hairfoot	2'9" or 2'6"	+3d4"	45 or 40	+5d6
Halfling, Stout	2'9" or 2'6"	+2d4"	50 or 45	+5d6
Halfling, Tailfellow	3'3" or 3'	+3d4"	50 or 45	+5d6
Half-Ogre	6'4" or 6'2"	+2d10"	275 or 245	+10d12
Half-Orc	4'9" or 4'6"	+2d12"	150 or 110	+12d8
Human	4'9" or 4'6"	+2d10"	120 or 90	+10d8

Background Details

When you look at a completed character, you will notice there are still many unanswered questions: Who were the character's parents? Are they still alive? Does the character have brothers and sisters? Where was he born? Does he have any notable friends or enemies? Does he have a family home? Is he an outcast? Is he civilized and cultured, or barbaric and primitive? In short, just how does this character fit into the campaign world?

There are no rules to answer these questions. The Player's Handbook and Dungeon Master's Guide are designed to help you unlock your imagination. The AD&D rules do not presume to tell you exactly what your campaign world will be like. These decisions are left to you.

Consider what would happen if the rules dictated answers to the questions above. For example, suppose the rules said that 50% of all characters come from primitive, barbaric backgrounds... and you're running a campaign set in a huge, sophisticated city (the New Rome of your world). Even more ridiculous would be the reverse, where the rules say 50% of the characters are city dwellers and your campaign is set in a barbaric wilderness. Or how would you explain things if 20% of all characters were seafarers and you had set your adventures in the heart of a desert larger than the Sahara?

These pages contain guidelines and advice about how to create a campaign, but there is nothing that says exactly where this campaign must be set or what it must be like. This does not mean that a character's background shouldn't be developed - such background adds a lot to the depth and roleplaying of your players and their characters. However, it is up to you to tailor character backgrounds to the needs of your campaign.

Letting Players Do the Work

Of course, you don't have to do all the work. Your players can provide most of the energy, enthusiasm, and ideas needed. Your task is to provide direction and control. Allow your players to decide what kind of people their characters are. One could be a rough nomad, another an over-civilized fop, others, homespun farm boys or salty seadogs. Let

the players decide, and then tell them if, and how, their characters fit into your campaign world.

When a player says, "My dwarf's a rude and tough little guy who doesn't like humans or elves," you can respond with "Fine, he's probably one of the Thangor Clan from the deep mountain regions." This type of cooperation spurs your creativity and involves the players in your world right from the start. You must come up with answers to their questions and ways to make their desires work in the campaign. They will be rewarded with the feeling of getting the characters they want.

A carefully well-crafted character background can do more than just provide emotional satisfaction. It can also provide motivation for the player characters to undertake specific adventures: Just what is a dwarf of the Thangor Clan doing outside his clan's mountainous homeland? Is he an outcast looking for some way to redeem himself? Maybe he's a restless soul eager to see the bright lights of the big city and the world. A character can have parents to avenge, long-lost siblings to track down, a name to clear, or even a lost love to recapture.

Background can be used to build subplots within the overall framework of the campaign, enriching character descriptions, and interactions. Background should not be forced: Do not insist that a player take upon his character a crippled grandmother, three sisters stolen by gypsies, a black-hearted rival, and a stain on the family name. Instead, see if the player has any ideas about his character. Not every player will, but the AD&D game depends as much on the players' fantasies as it does on yours. Characters who players are happy with and feel comfortable about will create their own special excitement and interest. Players who are interested in their characters' backgrounds can be a source of creative energy, as they offer you a constant stream of new ideas.

Problem Backgrounds

Certain points of background can and do create problems in campaigns, however. First and foremost, of these is nobility, followed closely by great wealth.

Nobility: Some players like the idea of their character being Prince So-and-So or the son of Duke Dunderhead. All too often this leads to an abuse of power. The player assumes, somewhat rightfully and somewhat not, that the title endows his character with special privileges - the right to instant income, the right to flaunt the law, the right to endless NPCs, information, and resources - or, worst of all, the right to use clout to push the other members of the party around. This kind of character quickly becomes tiresome to the other players and will constantly find ways to upset carefully planned adventures.

While titles can be allowed, the DM will have to put some controls on noble characters. The easiest and most effective method is to strip the title of all benefits that, by rights, should go with it. The noble character could be the son of a penurious duke: The son may be next in line to inherit the title when his father dies, but he's also in line to inherit his father's debts! Instead of seeking to impress others in public, the poor son might be quite happy to keep a low profile so as not to attract his father's creditors. After all, it's hard to amass a fortune through adventuring when the bill collectors are always on hand to take it away. Likewise, a princely character could be the son of an unpopular and despotic or incompetent king - perhaps even one who was overthrown for his abuses. Such a son might not want his lineage well-known, since most of the peasants would have less than happy recollections of his father's rule.

Of course, these kinds of manipulations on your part soon become tiresome, both to yourself and the players. Not every duke can be impoverished, nor every throne usurped. Going too far with this strategy will only destroy the validity of nobility and titles in your game. In the long run, it is better for your player characters to begin untitled, with one of their goals being the possibility of earning the right to place a "Sir" or "Lady" before their names. Imagine their pride as you confer this title on their character (and imagine the trials they must have gone through to earn this right).

Wealth: Another problem you might have to deal with is characters from wealthy, upper-class families. (This is often associated with the problem of titles since the nobility normally is the upper class.) Such characters, being wealthy, lack one of the basic reasons to adventure - the desire to make a fortune. Indeed, they see their own money as a way to buy solutions to their problems. Often, they will propose eminently reasonable (and, to the DM's carefully planned adventures, quite disastrous) schemes to make their adventuring life easier. It is, of course,

possible to hire a wizard to construct magical items. And a wealthy 1st level character could buy a vast army. But these sorts of things will have undesirable effects on your campaign.

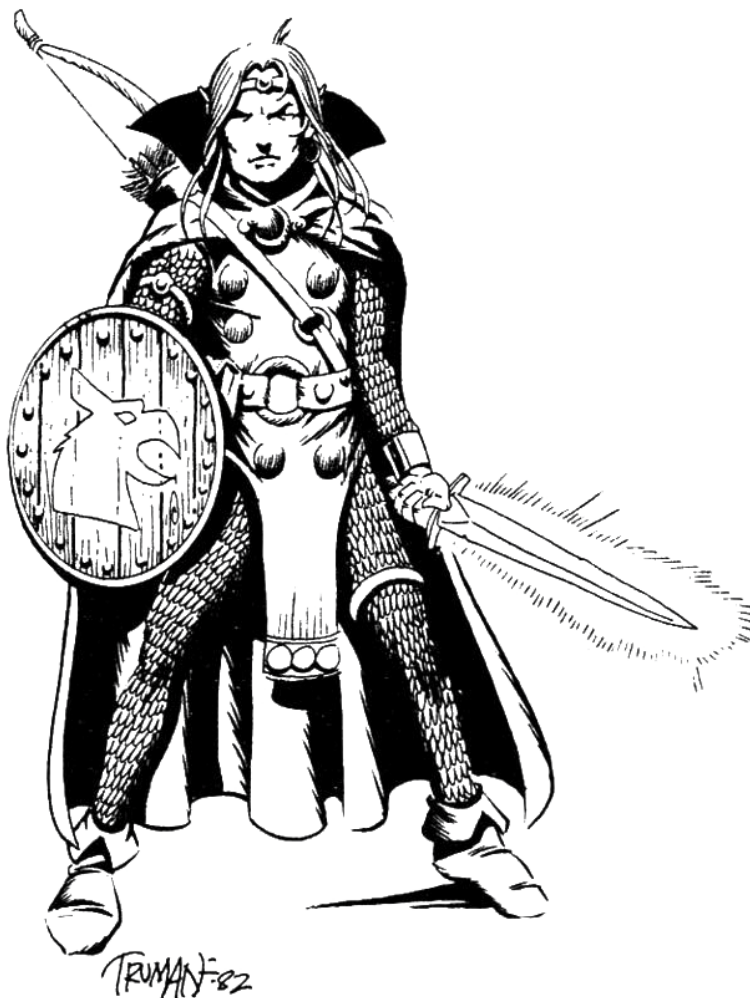
There are ways to control these problems while still allowing players the character backgrounds they desire. Think of the real world and how difficult it is to convince family and friends to give you money, especially sizeable amounts of cash. You may have a loving family and generous friends, but there is a limit.

In your campaign, parents may grow tired of supporting their children. Brothers could become upset at how player character relatives are cheating them out of their share of an inheritance. Sisters may take exception to the squandering of their dowries.

Standard medieval custom called for inheritances - land and chattels - to be divided equally among all of a man's sons. (This is one reason Charlemagne's empire crumbled after his death.) You can use this custom to whittle a wealthy character's purse down to size. Further, families are not immune to the effects of greed and covetousness - many a tale revolves around the treachery one brother has wrought upon another. A rich character could awaken to discover that his family has been swindled of all it owns.

Background as Background

A character's background is a roleplaying tool. It provides the player with more information about his character, more beginning personality on which to build. It should complement your campaign and spur it forward. Background details should stay there - in the background. What your characters are doing now and will do in the future is more important than what they were and what they did.



EQUIPMENT, WEALTH AND EXPENSES

The items listed in the Player's Handbook are by no means the only things ever made in the world - or even in a medieval fantasy setting. They are listed because they are the most likely things the characters will need. However, you can certainly add missing or player-requested items to this list.

When you add an item to the lists, first consider the reasonableness of its presence. Given the setting of the AD&D game, adding an M4 Sherman tank as a regular item of equipment is just not a logical, sensible, or wise thing to do.

Once you decide that a new item is reasonable, you must assign it a cost. Use your judgment. Consider the intricacy of the item, the craftsmanship required to make it, and the cost of similar items already on the lists. From these, you should be able to assign an appropriate price. If, later on, you discover you made the item too cheap and all the characters are buying one, raise the price and say suppliers can't keep up with the demand. If an item is too expensive, you can lower the price and no one will complain.

Equipment List Considerations

Altering Prices

Remember that the prices listed in the Player's Handbook are not absolute. There is no reason you can't raise or lower the price of any item on the equipment lists. Demand can increase or decrease a price. Different lands in your campaign may be known for specific goods, allowing them to charge more.

Even in the Middle Ages, Spain and the Middle East were known for steel, Germany for beer, France for wine, England for wool, and Italy for armor. These reputations allowed higher prices to be charged for these goods, especially finished items.

Greed can also raise prices. Merchants live to make money, so they will normally charge what they can get away with. There were very few price controls or regulating agencies during these times.

Finally, adventurers tend to disrupt local economies, suddenly bringing in large amounts of cash. Merchants raise prices to match. Situations not unlike the Klondike gold rush develop, in which even the simplest items cost outrageous amounts. In short, don't be afraid to charge characters as much as you think you can get away with. Characters will find some way voice their dissatisfaction to the merchant.

Equipment by Time Period

The equipment lists given in the Player's Handbook assume your campaign is set in a generic medieval fantasy world. In practical terms, this means you haven't tied your campaign to any particular date in history. All this is perfectly in keeping with fantasy stories and campaigns - you are dealing with fantasy, after all.

However, it is also possible to create exciting and interesting campaigns that are tied to specific time periods, but this will work only if you know something about the time period. This is important! A lot of people assume things about the past without knowing the facts. The truth of the matter may be far different. Do your homework before you begin designing a time-specific campaign. Even if you don't do such a campaign, it's useful to learn a little more about medieval history. It will only improve your own fantasy world.

It is not necessary to pick a precise date to model, such as 1237 A.D., although again there is nothing wrong with this. History and historians tend to divide the past into different ages, and you can do the same. Four different ages are covered here - the Ancient World, the Dark Ages, the Middle Ages, and the Renaissance. Each has its peculiarities and differences, some of which are described below.

- **The Ancient World:** This covers a period of great empires spreading from the Mediterranean. Some weapons and armor were made of bronze, others of iron, and a few were made of steel. Most household items were pottery, wood, stone, and wicker. Bronze weapons were easily dulled and, in game terms, break or bend when a "1" is rolled on the attack roll. Stirrups hadn't been invented, so characters can't use heavy lances, and charge attacks can't be made with normal lances.
- **The Dark Ages:** This was the period after the collapse of the Roman Empire, from 450 A.D. to about 1100 A.D. While much of the learning

and culture of the ancient world was lost, it was not as bleak and ignorant a period as some believe. Still, in many ways, it was a step backward from the previous age. During this time the stirrup was introduced, allowing riders to gain full use of the lance.

- **The Middle Ages:** The Middle Ages (roughly from 1100 to 1450) is the period in which most fantasy campaigns are set. It was the period most people associate with knighthood and chivalry. The knights went off on the Crusades. Great stone castles were built. The role of traders and merchants began to grow. Virtually all the items on the equipment list were available in this time period.
- **The Renaissance:** The latest time period that should be considered as a setting for a normal AD&D campaign, the Renaissance was a time of great change. The collapse of the feudal system had begun throughout much of Europe. There was great growth in literature, art, and science. The power of the old nobility began to decline while the influence and wealth of merchants and businessmen continued to grow. Gunpowder and simple guns revolutionized the face of warfare. Foot soldiers became more important than cavalry, and armor was not nearly as useful as it once had been.

Adjusting Equipment Lists

When you set your campaign in a specific time period, you might want to adjust the equipment lists to reflect changes in availability and price. Some suggested changes are listed below. Like the capsule descriptions, the table is not 100% accurate. Instead, it reflects whether items were commonly used in the time period. For example, flails (as an agricultural instrument) have existed for time immemorial. However, they were not commonly used as weapons in most time periods, except in cases of emergency. By doing further research, you can refine and expand this list.

Item	Ancient	Dark Ages	Middle Ages	Renaissance
Arquebus	NA	NA	NA	AV
Bastard sword	NA	AV	AV	AV
Block and tackle	NA	NA	AV	AV
Bolt case	NA	NA	AV	AV
Carriage, any	NA	NA	NA	AV
Chainmail	NA	AV	AV	AV
Comp. longbow	NA	NA	AV	AV
Crossbow, any	NA	NA	AV	AV
Flail, any	NA	AV	AV	AV
Full plate	NA	NA	NA	AV
Glaive	NA	NA	NA	AV
Glass	NA	AV	AV	AV
Glass bottle	NA	NA	AV	AV
Guisarme	NA	AV	AV	AV
Heavy warhorse	NA	AV	AV	AV
Horse yoke	NA	NA	AV	AV
Hose	NA	NA	AV	AV
Jousting lance	NA	NA	AV	AV
Lance	NA	AV	AV	AV
Lantern, any	NA	NA	AV	AV
Lock, any	NA	Poor	Average	Good
Longbow	NA	AV	AV	AV
Magnifying glass	NA	NA	NA	AV
Morning star	NA	AV	AV	AV
Naphtha	NA	AV	AV	AV
Paper	NA	AV	AV	AV
Papyrus	AV	NA	NA	NA
Platemail	NA	NA	AV	AV
Pole arms	NA	AV	AV	AV
Pony cart	NA	NA	AV	AV
Studded leather	NA	AV	AV	NA
Sailing ship	NA	NA	AV	AV
Scimitar	NA	AV	AV	AV
Silk clothes or rope	NA	Very Rare	Rare	Rare
Spyglass	NA	NA	NA	AV
Two-handed sword	NA	AV	AV	AV

NA-Not Available, AV-Available

Exceptional Equipment

Most of the equipment a character buys is assumed to be of average quality - neither too cheaply made nor too elaborate. Thus, weapons are serviceable with stout hafts and sturdy blades. The metal is not so poorly tempered as to make the blade hopelessly brittle. The blade is not elaborately etched and the hilt is not encrusted with gold. Other items are of everyday make and usefulness, with function superseding artistic needs.

Exceptional items are made by master craftsmen using the highest quality materials. Consequently, the finished, exceptional item costs at least 10 times its usual price, with a minimal cost of 50gp plus the item's base cost. Exceptional items are not magical in any way. However, only exceptional items may be permanently enhanced to become magic armor and weapons.

Exceptional Armor

Exceptional armor weighs less than usual, its weight better distributed to facilitate movement in armor. Light armors weigh 2 pounds less than usual while medium or heavy armors weigh 5 pounds less. Exceptional small shields weigh 1 pound less than usual, while large shields (and tower shields), weigh 2 pounds less. Exceptional armor made from special materials (see below), such as mithral, use the weight modifier listed for that material rather than given above. If no weight modifier is given for that material, use the weight modifier given above.

Elfin Chain: Elfin chain is an example of exceptional armor at its finest. Although prices are listed for elfin chainmail and chain shirts, they are not sold by the elves. Instead, suits of elfin chain are granted to the heroes of their people and are seldom awarded to non-elves.

Light Armor	Cost	AC Bonus	Weight (lbs.)
Elfin chain shirt	2,500 gp	+4	10
Elfin chainmail	4,500 gp	+5	15

Elfin chain is chainmail made of very fine mithral links (see below). It is considered to be light armor, imposes no maximum Dexterity bonus to Armor Class, and weighs even less than typical, mithral armor due to elven expertise in working with this rare metal. This armor is so fine and non-encumbering that arcane spellcasters proficient in the use of armor (such as fighter/magic-users) may cast spells in elfin chain without impairment.

Exceptional Tools

An exceptional tool grants its user a +1 bonus to tasks related to that tool. Exceptional thieves' picks, for example, grant a +1 bonus to all Disable Device skill checks, while exceptional sewing needles grant a +1 bonus to Craft (Tailor) skill checks. This +1 bonus can be replaced with a +10% to Movement Rate or carrying capacity when dealing with beasts of burden, sailing vessels and so forth, or can be replaced with a 10% weight reduction for the item.

Exceptional Weapons

Exceptional weapons grant their user a +1 bonus on their attack rolls with that weapon. This bonus is due to the weapon's balance and fine craftsmanship and does not allow its wielder to hit creatures only hit by magical weapons.

Exceptional blades may be forged from the finest steel for flexibility and sharpness. The swordsmith may have carefully folded, hammered, and tempered the steel to a superb edge. The whole sword may be perfectly balanced, light in the hand, but heavy in the blow. There are many reasons why a sword or other weapon could be above average. Bludgeoning weapons that get a bonus to hit do so because they have carefully shaped and balanced heads.

Exceptional weapons are not immediately apparent to the average person. While anyone using the weapon gets the quality bonus (even if they don't realize it), only those proficient in that weapon-type or proficient in weaponsmithing can immediately recognize the true craftsmanship that went into the making of the weapon. Even then, the character must handle the weapon to appreciate its true value.

In your campaign, you might want to create NPCs or regions known for their fine quality weapons. Just as Damascus steel was valued in the real world for its fine strength and flexibility, a given kingdom, city, or village may be noted for the production of swords or other weapons. The mark of a specific swordsmith and his apprentices can be a sure sign of quality.

Again, by introducing one or two of these (remote and difficult to reach) areas into your campaign, you increase the depth and detail of your world.

Special Materials

In addition to magic items created with spells, some substances have innate special properties. If you make a suit of armor or weapon out of more than one special material, you get the benefit of only the most prevalent material.

Each of the special materials described below has a definite game effect. Some creatures are resistant to all but a special type of damage, such as that dealt by silver weapon. Others are especially vulnerable to weapons of a particular material, taking extra damage from such weapons. Characters may choose to carry several different types of weapons, depending upon the campaign and types of creatures they most commonly encounter.

Adamantite

This ultrahard metal adds to the quality of a weapon or suit of armor. Adamantite is so costly that weapons and armor made from it are always of exceptional quality; costing 25 times their usual cost.

Only weapons, armor, and shields normally made of metal can be fashioned from adamantite. Weapons, armor, and shields normally made of steel that are made of adamantite gain a +5 bonus on all Item Saving Throws due to their incredible durability.

Bronzewood

Bronzewood trees are slender until after many decades of growth. The average size is 40 feet, with branches growing at a 45-degree angle from the trunk. Bark is reddish brown and hard. Leaves are narrow and toothed, from eight to ten inches long. The wood of this tree is heavy and hard, so that only experts can work it properly. If it is carefully seasoned and especially dried the outer part will become almost as hard as hard metal, while the overall weight of the wood is unchanged.

Weapons and armor crafted from bronzewood are unaffected by spells and abilities that effect metal and are impervious to rust. Armor made of bronzewood may be worn by druids. An item made from bronzewood weighs 75% as much as the same item made from steel and is always of exceptional quality. Items crafted from bronzewood cost 25 times their usual cost.

Cold-Iron

This iron, mined deep under ground, known for its effectiveness against fey and demonic creatures, is forged at a lower temperature to preserve its delicate properties. Cold-iron items cost 20 times their usual cost. Items without metal parts cannot be made from cold iron. An arrow could be made of cold iron, but a quarterstaff could not.

Dragonhide

Armorsmiths can work with the hides of dragons to produce armor or shields of exceptional quality. One adult dragon produces enough hide for a single suit of "leather" armor for 2 Medium or 4 Small creatures. By selecting only choice scales and bits of hide, an armorsmith can produce one suit of exceptional heavy armor for 1 Medium-sized or 2 Small-sized creatures. In all cases, enough hide is available to produce 1 shield in addition to the armor, provided that the dragon is an adult.

Because dragonhide armor isn't made of metal, druids can wear it without penalty and it is unaffected by spells and abilities that effect metal. Dragonhide armor costs 10 times more than usual (provided that the dragonhide is provided by the person commissioning the armor's creation) and confers a +2 bonus to Dexterity Saving Throws versus attacks that match the dragon's breath weapon type (note that this confers no benefit against poisonous gas breathe weapons). As with all exceptional armor, dragonhide armor weighs less than usual.

Mithral

Mithral or "truesilver" is a very rare silvery, glistening metal that is lighter than iron but just as hard. When worked like steel, it becomes a wonderful material from which to create armor and is occasionally used for other items as well. An item made from mithral weighs half as much as the same item made from other metals and is always of exceptional quality. Items not primarily of metal are not meaningfully affected by being partially

made of mithral. (A longsword can be a mithral weapon, while a scythe cannot be.)

Weapons or armors fashioned from mithral are always exceptional items as well; costing 25 times their usual cost. Mithral weapons damage lycanthropes and other creatures that are immune to non-silver weapons.

Silver

A complex process involving metallurgy and alchemy can bond silver to a weapon made of steel so that it damages creatures such as lycanthropes. The cost of silvering a weapon depends upon its size.

Size	Purchase Cost
Tiny	10 gp
Small	25 gp
Medium	50 gp
Large	100 gp
Ammunition	+1 gp each



Lifestyle Expenses

Controlling the flow of money is an important way of balancing your campaign. Too much - or too little - money can ruin the fun of your game. Give your characters mountains of gold and the game is spoiled. Suddenly wealthy, they no longer have the urgent need to adventure that impending poverty can provide. Too often they can buy their way out of difficult situations through bribery or "throwing money at the problem."

Worse still, they attempt to apply modern, capitalist ideas to a quasi-medieval world. They may try to hire an enormous staff of wizards to mass produce potions and scrolls. They may set up shops to make assembly-line armor. Advances in organization and production like these come slowly over time, not all at once. You may have to remind your players to limit themselves to the knowledge and attitudes of the times.

It is equally bad to keep your characters too poor. You are creating a game world for a fantasy roleplaying game. If the characters are so poor that they must count every penny they spend, they are leading squalid and unhappy lives. Reward them when they accomplish things. You shouldn't always frustrate their desire to get rich. It's just that wealth should come slowly, matched to the level of the character.

Lifestyle expenses provide you with a simple way to account for the cost of living in a fantasy world. They cover your accommodations, food, and drink, and all your other necessities. Furthermore, expenses cover the cost of maintaining your equipment so you can be ready when adventure next calls.

At the start of each week or month (your choice), choose a lifestyle pay the listed price to sustain that lifestyle. The prices listed are per day, so if you wish to calculate the cost of your chosen lifestyle over a thirty-day period, multiply the listed price by 30. Your lifestyle might change

from one period to the next, based on the funds you have at your disposal, or you might maintain the same lifestyle throughout your character's career.

Your lifestyle choice can have consequences. Maintaining a wealthy lifestyle might help you make contacts with the rich and powerful, though you run the risk of attracting thieves. Likewise, living frugally might help you avoid criminals, but you are unlikely to make powerful connections.

Upon building or claiming his own stronghold, a player character suddenly acquires a whole new set of expenses. The character no longer pays living expenses but must pay for the maintenance of his property.

Wretched (Cost: 0/day)

You live in inhumane conditions. With no place to call home, you shelter wherever you can, sneaking into barns, huddling in old crates, and relying on the good graces of people better off than you. A wretched lifestyle presents abundant dangers. Violence, disease, and hunger follow you wherever you go. Other wretched people covet your armor, weapons, and adventuring gear, which represent a fortune by their standards. You are beneath the notice of most people.

Squalid (Cost 1 sp/day)

You live in a leaky stable, a mud-floored hut just outside town, or a vermin-infested boarding house in the worst part of town. You have shelter from the elements, but you live in a desperate and often violent environment, in places rife with disease, hunger, and misfortune. You are beneath the notice of most people, and you have few legal protections. Most people at this lifestyle level have suffered some terrible setback. They might be disturbed, marked as exiles, or suffer from disease.

Poor (Cost 2 sp/day)

A poor lifestyle means going without the comforts available in a stable community. Simple food and lodgings, threadbare clothing, and unpredictable conditions result in a sufficient, though probably unpleasant, experience. Your accommodations might be a room in a flophouse or in the common room above a tavern. You benefit from some legal protections, but you still must contend with violence, crime, and disease. People at this lifestyle level tend to be unskilled laborers, costermongers, peddlers, thieves, mercenaries, and other disreputable types.

Modest (Cost 1 gp/day)

A modest lifestyle keeps you out of the slums and ensures that you can maintain your equipment. You live in an older part of town, renting a room in a boarding house, inn, or temple. You don't go hungry or thirsty, and your living conditions are clean, if simple. Ordinary people living modest lifestyles include soldiers with families, laborers, students, priests, hedge wizards, and the like.

Comfortable (Cost 2 gp/day)

Choosing a comfortable lifestyle means that you can afford nicer clothing and can easily maintain your equipment. You live in a small cottage in a middle-class neighborhood or in a private room at a fine inn. You associate with merchants, skilled tradespeople, and military officers.

Wealthy (Cost 4 gp/day)

Choosing a wealthy lifestyle means living a life of luxury, though you might not have achieved the social status associated with the old money of nobility or royalty. You live a lifestyle comparable to that of a highly successful merchant, a favored servant of the royalty, or the owner of a few small businesses. You have respectable lodgings, usually a spacious home in a good part of town or a comfortable suite at a fine inn. You likely have a small staff of servants.

Aristocratic (Cost 10 gp/day)

You live a life of plenty and comfort. You move in circles populated by the most powerful people in the community. You have excellent lodgings, perhaps a townhouse in the nicest part of town or rooms in the finest inn. You dine at the best restaurants, retain the most skilled and fashionable tailor, and have servants attending to your every need. You receive invitations to the social gatherings of the rich and powerful, and spend evenings in the company of politicians, guild leaders, high priests, and nobility. You must also contend with the

highest levels of deceit and treachery. The wealthier you are, the greater the chance you will be drawn into political intrigue as a pawn or participant.

Self-Sufficient

The expenses and lifestyles described in this chapter assume that you are spending your time between adventures in town, availing yourself of whatever services you can afford - paying for food and shelter, paying townspeople to sharpen your sword and repair your armor, and so on.

If you spend your time between adventures practicing a Craft, Performance, or Profession skill, you can eke out the equivalent of a modest lifestyle. Maintaining this kind of lifestyle doesn't require you to spend any coin, but it is time-consuming.

Some characters, though, might prefer to spend their time away from civilization, sustaining themselves in the wild by hunting, foraging, and repairing their own gear. Proficiency in the Survival skill also lets you live at the equivalent of a modest lifestyle when living off of the land.

New Armor

Tower Shield

This massive wooden shield is nearly as tall as you are. In most situations, it provides heavy cover to its bearer. However, you can instead use it as total cover, though you must give up your attacks to do so.

Shield	Cost	AC Bonus	Weight	Notes
Tower Shield	30 gp	See text	45 lbs.	includes pavises

The shield does not provide cover against targeted spells; a spellcaster can cast a spell on you by targeting the shield you are holding. You cannot bash others with a tower shield, nor can you use your shield hand for anything else. When employing a tower shield in combat, you take a -2 penalty to attack rolls because of the shield's encumbrance.

New Equipment

Poison

The table below rates poisons for four different factors - method, onset, damage, and cost/dose.

Those poisons which commonly appear in the game, such as that delivered by the sting of a giant centipede, are given a specific rating for convenience. Poisons are not listed by name here, since this is neither a scientific text nor a primer on the deadly nature of many plants and animals.

Class	Method	Onset	Damage	Cost/Dose
A	Injected	10-30 minutes	4d6/0	25 gp
B	Injected	2-12 minutes	6d6/1d6	50 gp
C	Injected	2-5 minutes	8d6/2d6	250 gp
D	Injected	1-2 minutes	10d6/2d6	500 gp
E	Injected	Immediate	Death/6d6	1000 gp
F	Injected	Immediate	Death/0	500 gp
G	Ingested	2-12 hours	6d6/3d6	150 gp
H	Ingested	1-4 hours	6d6/3d6	150 gp
I	Ingested	2-12 minutes	10d6/4d6	600 gp
J	Ingested	1-4 minutes	Death/6d6	800 gp
K	Contact	2-8 minutes	2d6/0	5 gp
L	Contact	2-8 minutes	3d6/0	10 gp
M	Contact	1-4 minutes	6d6/2d6	40 gp
N	Contact	1 minute	Death/8d6	1500 gp
O	Injected	2-24 minutes	Paralysis/-	500 gp
P	Injected	1-3 hours	2d6 STR/-	250 gp

Method: The method is the new way in which the poison must normally be used to have full effect. Injected and ingested have no effect on contact. Contact poisons have full effect even if swallowed or injected, since both are forms of contact. Injected or ingested poisons have a reduced effect if administered in the opposite manner, with the victim of the poison getting a +4 bonus to their Saving Throw.

Onset: Most poisons require time to work their way through the system to reach the areas they affect. Onset is the time that elapses before the poison's effect is felt. The effect of immediate poisons is felt at the instant the poison is applied.

Strength: The number before the slash lists the Hit Points of poison damage suffered if the Saving Throw is failed. The number after the slash lists the poison damage taken (if any) if the Saving Throw is successful. Where "Death" is listed, all Hit Points are immediately lost, killing the victim. Note that in some cases a character may roll a successful Saving Throw and still die from the Hit Point loss.

Paralytic poisons leave the character unable to move for 2d6 hours. His body is limp, making it difficult for others to move him. The character suffers no other ill effects from the poison, but his condition can lead to quite a few problems for his companions.

Debilitating poisons weaken the character, dealing 2d6 points of Strength ability damage.

The DC of purchased poisons is 15, while the natural venom or toxins is equal to 10 + the creature's Proficiency Bonus (½ of its Hit Dice). Increasing the DC of a purchased poison also increases its cost. For every +2 to the DC, double the listed cost.

Treating Poison Victims: Fortunately, there are many ways a character can be treated for poison. Several spells exist that either slow the onset time, enabling the character the chance to get further treatment, or negate the poison entirely. However, Cure Wounds spells do not negate the progress of a poison, and the Neutralize Poison spell doesn't recover Hit Points or ability damage already suffered due to the effects of poison.

In addition, characters with proficiency in the Herbalism or Medicine skill can take steps to reduce the danger poison presents to player characters. On a successful skill check before the poison's onset, the victim gains a second Saving Throw at +2.

Creating New Poisons: Using the three basic characteristics - method, onset, and strength - and bearing in mind the debilitating and paralyzing effects of some poisons, it is possible to create new varieties.

However, always introduce poisons and poisonous creatures with great care, especially when dealing with low-level characters. Unlike most other ways a character can be hurt, the life or death of a poisoned character often depends on a single die roll. It is essential that characters be treated fairly, or their players will quickly lose interest in the game.

Siege Devices

The following devices are used when laying siege to, or defending, a fortification.

Siege Devices	Cost	Damage	Crew
Cauldron, suspended	200 gp	Varies	2
Gallery, covered	1,500 gp	None	8
Hoist	600 gp	None	4
Mantlet, movable	90 gp	None	6
Ram	1,000 gp	2d6+6*	10
Ram catcher	120 gp	None	2
Siege tower	2,000 gp	None	20
Sow	1,000 gp	2d6+6*	10

* Damage possible only if victim is directly in front of device.

Cauldron, Suspended: A huge iron pot for boiling or flaming liquid. It is suspended in such a manner so as to allow it to be tipped easily in order to spill its contents on attackers. Those climbing up a wall section beneath a tipped cauldron must make a DC 16 Dexterity Saving Throw to avoid the contents.

Gallery, Covered: A sometimes movable construction also known as a tortoise, typically a heavy timber frame, with green hides protecting the wood. It has a double roof, one peaked to shed missiles and liquids. It is used to provide cover for attackers operating against a wall; width 12', height 12', length 20'.

Hoist: A frame with fulcrum and lever, the lever equipped at one end with a basket which can hoist up to 4 attackers to a height of 30' to assault a construction.

Mantlet, Movable: A wooden wall, with wheels for transport, and a slit for archery. It is typically 6' wide, 8' long, and several inches thick. The mantlet is slanted backward at a slight angle.

Ram: A movable gallery equipped with a heavy log suspended from two roof beams by chains. The log is shod in iron and used to batter through defenses.

Ram Catcher: A fork or hook of iron on a long pole. It is lowered by defenders to catch and hold a ram (or sow) at work on a wall. The defenders then raise the catcher to disable or break the ram.

Siege Tower: A mobile wooden tower, typically a beam frame with slats and green hides to protect it from fire. It is 15' square at the base, 40' high, with a 10' square parapet at the top. At 30' height there is a drawbridge 10' square. The lower portion is for locomotion. A ladder leads up the back or interior to drawbridge deck and the upper parapet, with two intermediate floors. The wooden walls are usually 1 foot thick.

Sow: A pick/screw device, otherwise conforming to the ram, for use against stonework. Only screw-equipped sows are able to cause damage to earth-built fortifications.

Siege Weapons

The following section gives details on the cost, crew requirements, and use of ranged siege weapons.

Ranged Siege Weapons	Type	Cost
Ballista	Direct-fire weapon	300 gp
Catapult, heavy	Indirect-fire weapon	800 gp
Catapult, light	Indirect-fire weapon	600 gp
Trebuchet	Indirect-fire weapon	1,000 gp

Ballista: A war engine also known as a mangonel or scorpion, which fires a heavy, spear-like missile. The cost of missiles for a ballista is comparable to javelins. Ballistae deal piercing damage.

Catapult, Heavy (Onager): A heavy catapult is a massive engine capable of throwing rocks or heavy objects with great force. Because the catapult throws its payload in a high arc, it can hit areas out of its line of sight but cannot hit targets closer than 100' away.

If the attack roll succeeds, the catapult stone hits the 5' square the catapult was aimed at, dealing the indicated damage to any object or character in the square. Characters who succeed on a Dexterity save take half damage. Catapults deal bludgeoning damage.

Once a catapult stone hits a square, subsequent shots hit the same square unless the catapult is re-aimed or the wind changes direction or speed.

If a catapult stone misses, roll 1d8 to determine where it lands. This determines the misdirection of the throw, with 1 being back toward the catapult and 2 through 8 counting clockwise around the target square. Then, count 3 squares away from the target square for every range increment of the attack.

Loading a catapult takes 4 rounds, while re-aiming the weapon takes 3 rounds. A heavy catapult takes up a space 15 feet across.

Catapult, Light: A light catapult is a smaller, lighter version of the heavy catapult. It functions as the heavy catapult, except that it only takes 2 rounds to re-aim the catapult. A light catapult takes up a space 10 feet across.

Trebuchet: A large siege engine which fires very heavy missile loads a great distance by means of lever and counterpoise. It functions as a heavy catapult.

Engine or Device	Range	Damage	Rate of Fire	Crew
Ballista	120'	3d6	1/3	2
Catapult, Heavy	200'	4d6	1/4	6
Catapult, Light	150'	3d6	1/4	4
Trebuchet	250'	5d6	1/6	8

Attacking with Ranged Siege Weapons: When firing any ranged siege engine, the crew chief makes an attack against an AC of 15. This attack roll is not modified by any crew member's Dexterity bonuses but is modified for range and as noted on Ranged Siege Weapon Attack

Modifiers table below. Crew chiefs with the Profession: Siege Engineer skill may add their Proficiency Bonus to their attack roll.

Field of Fire: The arc of fire of missile engines is as follows:

- Ballista 45° left or right
- Catapult, Heavy 15° left or right
- Catapult, Light 30° left or right
- Trebuchet 10° left or right

Cover: Intervening objects will not be likely to interfere with the flight of arched missiles from catapults or trebuchets, unless they impose themselves near the engine or the target. Thus, a trebuchet could arch its missile over a 40' high wall which was more than 100' distant from it. As ballista missiles are on a flat trajectory (they are direct-fire weapons) objects between the engine and the target will interrupt the flight path of these missiles.

Normal cover and concealment rules apply for ballistae and similar direct-fire siege weapons.

Ranged Siege Weapon Attack Modifiers

Target	Adjustment
Target stationary	+3
Target moving at 45' per round or less	+0
Target moving at 60' per round or more	-2
Target is Medium-sized or smaller	-2
Target is Large-sized	+0
Target is Huge (includes small structures)	+2
Target is Gargantuan (includes medium structures)	+4
Target is a large building, castle wall, et cetera	+6
Winds are calm	+1
Winds are light-to-moderate	+0
Winds are strong-to-severe	-2
Winds are stronger than severe	-4

Weapon Type	Adjustment
Direct-fire weapon	+4
No line of sight to targeted square	-6*
* This penalty can be offset by 2 per previous miss if the crew can see where the most recent miss landed.	



ABILITY CHECKS

Saving Throws

The Saving Throw is a die roll that gives a chance, however slim, that the character or creature finds some way to save himself from certain destruction, or at least lessen the damage of a successful attack.

More often than not, the Saving Throw represents an instinctive act on the part of the character - diving to the ground just as a *fireball* scorches the group; blanking the mind just as a mental battle begins; blocking the worst of an acid spray with a shield. The exact action is not important. DMs and players can think of lively and colorful explanations of why a Saving Throw succeeded or failed. Explanations tailored to the events of the moment enhance the excitement of the game.

Rolling Saving Throws

As stated in the Player's Handbook a Saving Throw is simply a check for a character to avoid damage or other unwanted alteration or harm caused by a creature's abilities and/or specific situations or effects. Saving Throws are unique only in that the character is being acted on and the attacks or events causing it need clarification.

A Saving Throw is an ability check. A player rolls a d20, adds his character's Proficiency or Common Ability bonus (depending on whether or not the character has proficiency in a given ability score's saves or not) and the appropriate ability modifier.

The DC for Saving Throws is usually equal to:

- 10 plus the monster's Proficiency Bonus (equal to half of its Hit Dice) for their special attacks (with a maximum DC of 20 for monsters with 20 Hit Dice or more)
- 10 plus the spell level + the applicable ability modifier of the caster to resist a spell's effects
- 10 plus the Proficiency Bonus (equal to ½ of the level of the character) plus the relevant ability modifier when saving against class features, traps set by that character, poisons brewed by that character, etc.

The Dungeon Master may also give bonuses or impose penalties due to circumstance and situation. The results of failed Saving Throws for a particular type are explained below.

Monsters, creatures and non-player characters are also often required to make Saving Throws when reacting to attacks by a character, especially spells. Monster Saving Throws function in the same manner, substituting Hit Dice in place of the level when determining their Proficiency Bonus, which is applied to all Saving Throws.

Monsters with less than 1 Hit Die have no Proficiency Bonus to their Saving Throws while monsters with 20 or more Hit Dice add a maximum of Proficiency Bonus of 10 to their Saving Throws. Unlike player and non-player characters, they do not add specific ability modifiers to their Saving Throws (unless otherwise stated in their description).

Note that rolling a "natural 20" (a "20" is rolled on your d20) always indicates success on a Saving Throw roll while rolling a "natural 1" always indicates failure.

Modifying Saving Throws

Saving Throws can also be modified by magical items and special situations, as determined by the DM. These modifiers can increase or decrease the chance of a successful Saving Throw.

Modifiers that increase the chance are given as a number preceded by a plus sign. Modifiers that make success more difficult are given as a number preceded by a minus sign (-1, -2, etc.). Saving Throw modifiers affect a character's die roll, not the DC of the Saving Throw.

Magical items like *cloaks* and *rings of protection* give bonuses to a character's Saving Throw (these are listed in the item descriptions in the appendices).

Specific spells and magical items have effects, both good and ill, on a character's Saving Throws. Sometimes, spells force the victim to save with a penalty, which makes even the most innocuous spell quite dangerous. Specific information can be found in the spell descriptions, for spells, or in the Magical Items section, for magical items.

Unpredictable situations are sure to crop up. When this happens, the

DM must determine whether Saving Throw modifiers are appropriate. As a guideline, modifiers for situations should range from -4 to +4. An evil cleric attacked in his shrine could very well have a +2 bonus to all his Saving Throws and a -2 penalty applied to those of his enemies. The powerful evil of the place could warrant the modifier.

DM modifiers should be used sparingly, and only when appropriate. If constantly assigned, they will no longer feel special to the player whose character's fate hangs on the toss of a single die.

Saving Throw Priority

Sometimes the type of Saving Throw required by a situation or item isn't clear, or more than one category of Saving Throw may seem appropriate. In such cases, use the more specific Saving Throw, where applicable.

Example: Imagine that an ogre is struck by the ray from a wand of *polymorphing*. Both a Saving Throw vs. Magic/Illusion and a Saving Throw vs. Petrification/Polymorph would be appropriate. But the ogre must roll a Saving Throw vs. Polymorph because that classification is more specific than Magic/Illusion.

More information on Saving Throws, including details regarding Item Saving Throws is provided below.

- **Breath Weapon (Dexterity or Constitution):** Any character caught in the area of effect of a breath weapon must make the appropriate Saving Throw or suffer the breath weapon's full effects. The type of Saving Throw necessary is described with the monster or spell that causes the Saving Throw. Generally, the character must dodge the effects of a breath weapon, so a Dexterity save is appropriate, though gaseous cloud breathe weapon attacks require a Constitution Saving Throw.



- **Charm (Charisma):** Charm spells or spell-like abilities allow a Charisma Saving Throw to avoid being overcome by the charm. A failed save means the character suffers the effect of the Charm spell or effect.
- **Confusion (Wisdom):** Confusion spells or spell-like powers allow a Wisdom Saving Throw to avoid being overcome by confusion. A failed save means the character becomes confused, as per the Confusion spell, for an amount of time specified by the spell or ability.
- **Death Attacks (Charisma):** Death Attacks are rare and only a few monsters and the rare artifact have them. In most cases, Death Attacks allow the victim to make a Charisma save to avoid the affect, but if the save fails the character will die instantly.
- **Disease (Constitution):** When a character is injured by a disease attack such as from a mummy, touching an item smeared with diseased matter, or consumes disease-tainted food or drink, the character must make an immediate Constitution Saving Throw. If the character succeeds, the disease has no effect, for the immune system has fought off the infection. If failed, damage occurs after

an incubation period. The description for each disease will give the details on the effects following the incubation period.

- **Energy Drain (Constitution):** An Energy Drain attack takes away levels or ability score points from the victim unless a successful Saving Throw is made. Most Energy Drain attacks require a successful melee attack. Mere physical contact is not enough. The full effect of an Energy Drain, such as the number of levels taken away, is specified in the monster, magic item, or spell description causing the drain. If it is not specified, 1 level is removed.

A character who loses a level this way suffers the effects of the drain immediately. The character loses one Hit Die of Hit Points of the appropriate class, and all other class features are reduced to the new level. The victim's experience point total is immediately set to the midpoint point of the previous level.

A character drained below 1st level is instantly slain. Depending on the creature that killed the character, the character may rise the next night as a monster of that kind. If not, the character rises as a wight.

Lost levels or ability score points remain until removed by spells, such as Restoration, or other means. Sometimes level or ability score loss is temporary and will return to normal in a day's time. A creature gains temporary Hit Points each time it successfully uses its innate Energy Drain ability. Unless specified otherwise, the creature gains the amount of Hit Points that the victim loses. Energy Drain through spell or magic item does not grant temporary Hit Points unless their description indicates otherwise.

- **Fear (Charisma):** Spells, magic items, and certain monsters can affect characters with fear. The character facing a monster that emanates fear or who has a spell cast upon him makes a Charisma Saving Throw to resist the effect. A failed roll means that the character is affected by the fear, as detailed in the spell or monster description.
- **Gaze Attack (Wisdom):** Each character within range of a Gaze Attack must attempt a Saving Throw each round at the beginning of his turn. Generally, the character can avoid the gaze with a successful Wisdom save. In many instances, the situation is more appropriately handled without a Saving Throw through narrative and roleplaying. If necessary, the Dungeon Master may require a Saving Throw. Failure indicates the character was unable to avoid the gaze and suffers its effect.
- **Magic/Illusion (Intelligence or Wisdom):** This category is for spells cast by creatures or from scrolls. It is a catch-all for magic not covered by one of the other Saving Throw categories. Arcane or divine spells cast by a magic item or other object, or spell-like abilities possessed by creatures or items usually allow a Saving Throw to negate, lessen, avoid, or resist their effects. If the type of magic is arcane, then an Intelligence Saving Throw is made. If divine, then a Wisdom Saving Throw is made.

In some cases, the specific effect of the spell calls for another type of Saving Throw. All Charm spells, whether cast by creature, item, or spell-like ability require a Charisma Saving Throw. Other Saving Throw categories not covered by this catch-all would include paralysis, Polymorph, Energy Drain, Death Attack, and fear.

- **Paralysis/Constriction (Strength):** Some monsters and spells have the supernatural or spell-like ability to paralyze or hold victims, immobilizing them through magical means. Paralysis works on a character's body, but a character can usually resist it with a Strength Saving Throw. The effects of spell, monster constriction, and/or paralysis are discussed above in the spell descriptions or in the Monstrous Manual.
- **Petrification/Polymorph (Wisdom):** Arcane and divine magics can cause creatures and characters to change their shapes, sometimes against their will. The victim may make a Wisdom Saving Throw to resist the Polymorph. Polymorphed creatures retain their own minds but have new physical forms.

A petrified character is not dead if a majority of the body is intact. No movement or actions of any kind can be made, not even mental ones while petrified. Strength and Dexterity scores are

effectively (but not actually) reduced to 0. There is no awareness of what is occurring since all of the senses have ceased operating. If a petrified character cracks or breaks but the broken pieces are joined with him as he returns to flesh, he is unharmed. If the character's petrified body is incomplete when returned to flesh, so is their restored body.

- **Poison (Constitution):** When a character takes damage from a poisoned weapon, an item smeared with contact poison, consumes poisoned food or drink or is otherwise poisoned, he must make a Constitution Saving Throw. If he fails, he suffers the poison's initial damage. Even if he succeeds, he typically faces more damage a short time later. Sometimes, the additional damage allows for another Saving Throw.
- **Spells (Variable):** Arcane and divine spells sometimes allow a Saving Throw to negate, lessen, avoid, or resist the effect. Each spell description indicates the type of Saving Throw including those spells cast from scrolls, wands, rings or other magical devices.
- **Traps (Dexterity):** When a character sets off a trap, a Dexterity Saving Throw is allowed to avoid all or some of the effects of the trap. Each trap is unique and the effects of a successful or failed Saving Throw should be designated beforehand.

Voluntarily Failing Saving Throws: No Saving Throw is made if the target voluntarily chooses not to resist the effect of a spell or special attack. This is the case even if the character was duped as to the exact nature of the spell. When a character announces that he is not resisting the spell's power, that spell (or whatever) has its full effect.

The intention not to resist must be clearly stated or set up through trickery, however. If a character is attacked by surprise or caught unawares, he is normally allowed a Saving Throw. Only in extreme cases of trickery and deception should an unwitting character be denied a Saving Throw.

Item Saving Throws

- **Held or Worn Items:** Unless the descriptive text for a spell (or attack) specifies otherwise, all items carried or worn by a creature are assumed to survive a magical attack. If a creature rolls a "natural 1" on its Saving Throw against the effect, however, 1d4 exposed items are harmed (if the attack can harm objects). Refer to the table below to determine the order in which items are affected. Determine which objects carried or worn by the creature are most likely to be affected and roll randomly among them. The randomly determined items must make a Saving Throw against the attack form or take whatever damage the attack dealt.
- **Magic Items:** Magic items always get Saving Throws. A magic item's Saving Throw bonus equals its creator's Proficiency Bonus (if known) or (if not known) +5 for single-use items, +6 for charged items, and +8 for permanent magical items. A held or worn magic item either makes Saving Throws as its owner or uses its own Saving Throw bonus, whichever is better.
- **Unattended Mundane Items:** Mundane, unattended items never make Saving Throws. They are considered to have failed their Saving Throws, so they are always fully affected by spells and other attacks that allow Saving Throws to resist or negate. An item held or worn by a character makes Saving Throws as the character (that is, using the character's Saving Throw bonus).

Order	Item
1 st	Shield
2 nd	Armor
3 rd	Magic helmet, hat, or headband
4 th	Item in hand (including weapon, wand, or the like)
5 th	Magic cloak
6 th	Stowed or sheathed weapon
7 th	Magic bracers
8 th	Magic clothing
9 th	Magic jewelry (including rings)
10 th	Anything else

ADVENTURING

Time

The passage of time in an AD&D campaign can have relatively minor or extremely significant effects on the play of the game. The importance of time is decided almost entirely by the DM. Some DMs care very little about strict timekeeping; others track every moment of action, using a rigid calendar. Either method is acceptable and each has its advantages and disadvantages. The two can even be combined, as appropriate to the situation.

Regardless of how time is handled, some timekeeping is unavoidable: Combats must be fought in rounds; spells have specific durations which become important as characters explore caverns and ancient ruins; hours and days are used to measure overland travel; characters must sleep sometime.

However, most passing time occurs within a single adventure: Spells rarely carry over from adventure to adventure (unless the session is stopped with the characters lost in winding caverns or the like); rounds of combat, while taking several game minutes, don't affect or spill over into subsequent adventures; days of travel often have no effect other than healing and the consumption of supplies.

If the DM wants, this is the only sort of timekeeping required. Time passed in previous adventures has little or no effect on the current session - each session or adventure is distinct and separate.

Example: In one adventure, the characters spend a few hours in the dungeon, get injured, have some success, and return wounded. The night's game session ends with them returning to their home base. Next game session, the DM announces, "A week or so has passed since you last went out. Everybody is healed and rested. People with spells can pick new ones." the DM has chosen not to worry about the passage of time in this instance. An entire campaign can be played this way.

Example 2: In one adventure, a group of characters travels for three weeks and has several encounters, ending camped outside some ruins. The next session starts after the characters have camped for five days, so they can heal their wounds. Several hours pass as they explore the ruins, but no one is particularly hurt when they return to camp, and the game session ends.

The next session starts the morning after their previous adventure, everyone having gotten a good rest. The characters set out again. They spend a week on the road and arrive at a village. Here, the magic-user insists everyone wait while he researches a vital spell. Again, the game session ends.

There is nothing wrong with this method, nor is it particularly unrealistic. Medieval travelers often stopped at friendly or safe havens for long periods while on their way to a final destination. There was little pressure to hurry. Using this simple time-tracking approach frees the DM from many of the concerns of timekeeping and, most of all, it is easy.

Detailed Timekeeping

As noted, however, there are disadvantages to such simple time-tracking. Problems become more pronounced as the characters advance in level, your campaign world becomes larger, and more players take part in your game.

At low levels, characters tend to go on short adventures. A few hours in the dungeon followed by a speedy return is about all they can survive. Therefore, it is easy to have a week's interval within adventures, since the time passed does not impact on the characters' activities. As characters reach higher levels, however, their ambitions grow and their adventures become longer. More precise time-tracking proves useful.

More precise methods can become unworkable, however, when player characters split into small groups, undertaking separate, simultaneous adventures. If one group sets out on a long journey while the rest of the party stays in the city, their game sessions are going to be at very different time scales.

In their first session, the city dwellers may go on a short dungeon expedition. Several hours of game time (the amount of imaginary time spent on the adventure) pass. The DM then has a session with the travelers, and they spend three weeks of game time in the wilderness during their game. There is now a game time difference between the

two groups of three weeks minus one day!

If the travelers return to the city at the end of their adventure, the group in town must suddenly be moved forward in time to catch up with them if both groups wish to adventure together. Fortunately, this is not a great problem. The DM can simply say, "Three weeks have passed and you are all reunited again."

The city adventurers can spend those three weeks doing background work - training, researching spells, making a minor magic item, building a house, etc. This is a good use of free time. However, if one of the city characters decides to join the travelers (perhaps using a teleport spell to catch up with them suddenly), the three-week difference becomes a problem. Was that character actually with the traveling group for three weeks without doing anything? Must he wait for three weeks before he can join them? What if the other characters in town want to adventure more during that time? At this point, keeping track of time (or having the players do it) becomes pretty important.

Preparing a Calendar

One advantage of careful timekeeping is the detail and flavor it adds to the DM's campaign. If a calendar is kept, the DM has a way of recording the passing seasons, holidays, months, cycles of the moon, or other details that give a world life.

Clerics have holy days to observe, werewolves become more prevalent near full moons, snows come, and birds fly south. All of these are events that happen during the course of a year and make a world seem more real. Without some type of calendar, the DM has nothing to base his campaign on.

Preparing a calendar does take time. The easiest method is to buy a small pocket calendar for the current year. Start the campaign on the same date as the first adventure. Thus, if the first game is played on April 3rd, the campaign starts on that day. The real calendar and game calendar will get out of sync quickly, but at least there will be a record of seasons, moons, and important dates. This is a good starting point, but a modern calendar is not the same as that used in medieval times and certainly not the same as one used for a fantasy world. You'll want to customize your calendar with details from your game world. So, what types of details should be included?

The basics have to be determined. Aside from recording the length of years, months, and weeks (which can be anything the DM decides), the calendar should also name them. You can use real names or you can be quite fanciful (the Winter of the Broken Moon or the Moon of Popping Trees, and so on). Have fun.

Physical cycles can be worked out. When do the seasons fall? When are the phases of the moon? When do the equinoxes and solstices occur? Strange and magical events often happen at these times.

Religious observances should be added. All major player character religions should be assigned holy days, so that player character priests will have something to observe. There are normally a lot of these, and they will vary from region to region. Medieval calendars observed over 100 different holy days for saints or special events. Create your own such calendar, being sure to add special observances particular to each kingdom, empire, or region. These might include the king's birthday, the date of a titanic victory over the infidel, the opening of a market fair in a nearby city, or the annual harvest festival.

Fantastic and special events are clearly an important part of a fantasy world's calendar. These can be anything imaginable - the annual visitation of a ghostly castle, the bi-monthly tribute demanded by the evil wizard, the night-march of mysterious nomads, or the seasonal migration of the wyverns. The local princess may have an impending wedding. The army may prepare for the annual campaign against the orc hordes. The death of an important official may require a set period of mourning. All of these can be used to fill up a calendar.

Clearly, setting up a detailed calendar takes planning and time. Events must be created and assigned to specific dates. Furthermore, the DM must have some idea of what happens during each event, preferably something that makes it different from all others.

Time as a Game-Balancer

Finally, remember that time can be used quite effectively to balance a campaign. With it, a DM can prevent an adventuring party from achieving too wide a spread of character levels. If one character is

advancing faster than the others, that person's progress can be slowed a little by carefully enforcing the rules for researching, training, and healing. If several people are outpacing the rest of the group, they can be required to go on longer adventures, ones that take more game time (but not playing time) to complete.

At the same time, characters who are lagging in level can have time restrictions relaxed a little. The day-to-day drudgeries go a little quicker for these characters, and their adventures require shorter amounts of game time. This will allow them to undertake several adventures to the other group's one or two, giving the lower level characters a chance to catch up. Although on the surface such things look unfair, most players will realize the DM is doing this for the best of all players involved.

Movement

The Player's Handbook gives rules for player character movement on foot. However, feet and walking are not the only ways a character can get around. In the AD&D game world, characters can ride horses, bounce along on camels, sail aboard ships, and even fly winged mounts. Clearly there are many different forms of conveyance, the most common of which are covered here.

Character Movement

As detailed in the Player's Handbook, a character may move up to their Movement Rate each round (assuming that take no other action and are not running). As such, a character with a 60' Movement Rate may move up to 60' each round (or 6' per second) while one with a 45' Movement Rate may move up to 45' per round (or 4½' per second).

Each minute of normal movement multiplies a character's Movement Rate by 6 (as there are 6 rounds in 1 minute). Thus, a character with a 60' Movement Rate would move 360' per minute while a character with a 45' Movement Rate would move 270' per minute.

Calculated to the hour, a character with a 60' Movement Rate should be able to travel 4.09 miles. Due to the fact that long-distance travel is, by necessity, slower in pace than the quick bursts of movement required by combat, it is assumed that a character with a 60' Movement Rate travels around 3 miles per hour. To calculate a creature's hourly rate of travel, simply divide their Movement Rate by 20 (every 5' of MR = ¼ mile per hour).

Movement Rate	Round	Distance traveled per:		
		Minute	Hour	Day
5' (1")	5'	30'	¼ mile	2 miles
10' (2")	10'	60'	½ mile	4 miles
15' (3")	15'	90'	¾ mile	6 miles
30' (6")	30'	180'	1 ½ miles	12 miles
45' (9")	45'	270'	2 ¼ miles	18 miles
60' (12")	60'	360'	3 miles	24 miles
75' (15")	75'	450'	3 ¾ miles	30 miles
90' (18")	90'	540'	4 ½ miles	36 miles

Walking and Running

While moving at the different movement scales, creatures generally walk or run.

Walking: In a day of normal walking, a character walks for 8 hours. The rest of the daylight time is spent making and breaking camp, resting, and eating.

A character or mount can walk for more than 8 hours in a day by making a forced march. For each hour of marching beyond 8 hours, a Constitution Saving Throw (DC 10, +2 per extra hour) is required. If the check fails, the character takes 1d3 points of Constitution damage. A character or mount that takes any damage from a forced march becomes fatigued (see page 241). Eliminating the Constitution ability damage also eliminates the fatigue. It's possible for a character to march into unconsciousness by pushing himself too hard.

Running: Characters may take the Run action, tripling their listed Movement Rate, for 12 rounds (2 minutes) before risking fatigue. This number of rounds is adjusted by a character's Constitution modifier as follows:

Characters with exceptional Constitution scores multiply the number of rounds by 1 + their CON bonus.

Characters with low Constitution scores divide the number of rounds by 1 + their CON penalty (treating negative values as positive).

Examples:

A character with an 18 Constitution score may run for 48 rounds:
12 rounds x (1 + 3)

Another character with a 3 Constitution score may run for 3 rounds: 12 rounds ÷ (1+3)

Characters with proficiency in the Athletics skill multiply this result by their Proficiency Bonus. As such, a character with an 18 Constitution may normally run for 48 rounds. If that same character were 10th level and had proficiency in Athletics, he'd multiply 48 by his Proficiency Bonus (5) to determine how long he could run. As such, he could run for 240 rounds without difficulty (40 minutes).

Every round spent running beyond this point forces the character to make DC 6 Constitution Saving Throw, with a cumulative, +2 DC modifier, for each round beyond that. A failed Saving Throw indicates that the character suffers 1 point of Constitution damage and is fatigued. Eliminating the Constitution ability damage also eliminates the fatigue.

Evasion and Pursuit

When resolving short chases, it's impossible for a slow character to get away from a determined, faster character without mitigating circumstances such as challenging terrain or limited visibility. Likewise, it's no problem for a fast character to get away from a slower one. For extended chases, however, endurance becomes an important consideration in determining the results of a pursuit.

When the speeds of the two concerned characters are equal, there's a simple way to resolve a chase: If one creature is pursuing another, both are moving at the same speed, and the chase continues for at least a few rounds, have them make opposed Dexterity checks to see who is the faster over those rounds. If the creature being chased wins, it escapes. If the pursuer wins, it catches the fleeing creature.

Sometimes a chase occurs overland and could last all day, with the two sides only occasionally getting glimpses of each other at a distance. In the case of a long chase, an opposed Constitution check made by all parties determines which can keep pace the longest. If the creature being chased rolls the highest, it gets away. If not, the chaser runs down its prey, outlasting it with stamina.

Hampered Movement

Difficult terrain, obstacles, or poor visibility can hamper movement. When movement is hampered the character's Movement Rate is penalized. You can't run or charge through any square that would hamper your movement.

The following chart provides some guidelines for movement penalties. Multiply the character's Movement Rate by the listed fraction to determine their hampered Movement Rate. If more than one penalty applies, multiply the penalties together and then apply them the character's Movement Rate (i.e. A character walking through dense fog in the trackless jungle moves at 3/16 of his normal Movement Rate: ¾ x ¼ = 3/16). Unless a creature is immobilized, assume that it may move at least 5' each round in spite of terrain, obstacles, and/or poor visibility.

Terrain	Highway	Road or Trail	Trackless
Blind	x1/2	x1/2	x1/4
Dense fog	x3/4	x3/4	x1/2
Desert, sandy	x1	x1/2	x1/2
Forest	x1	x1	x1/2
Heavy snow	x3/4	x3/4	x1/2
Hills	x1	x3/4	x1/2
Jungle	x1	x3/4	x1/4
Moor	x1	x1	x3/4
Mountains	x3/4	x3/4	x1/2
Plains	x1	x1	x3/4
Swamp	x1	x3/4	x1/2
Tundra, frozen	x1	x3/4	x3/4

Aerial Movement and Combat

On first examination, aerial combat seems just like normal ground combat. The only real difference is that the ground can be anywhere from 10 feet to 100 miles (or more!) below. This little difference, however, leads to a number of special problems and effects that never come into play during a ground battle.

The biggest difference is that everyone (except the rare creature able to hover) must keep moving forward. Stop flying and the result is a fall, often with disastrous results. Two flying creatures simply cannot face off in toe-to-toe combat.

Battles are fought in a series of passes, as each creature tries to swoop down on the other, attack, wheel, and return before the other can respond. Speed and maneuverability are even more important factors in an aerial battle than in an ordinary one.

Another big difference is that aerial battles are fought in three dimensions. While this is hardly surprising to creatures of the air, it often causes the plans and tactics of groundlings, accustomed to only two dimensions, to go awry.

In the air, attacks can come from ahead, alongside, above, behind, below, or any combination of these. A paladin riding a pegasus may find himself beset by harpies swooping from high and in front, low and to the right side, high and from the rear, and even straight down from above. Clearly, standard methods of defense and attack that work on the ground are going to do him little good here.

Maneuverability Classes: How tightly a creature can turn is an important factor in aerial combat. To measure this, all flying creatures have a maneuverability class ranking from A to E (with A being the best). In general, creatures with a better maneuverability class can attack more often and more effectively.

Class A creatures have virtually total command over their movements in the air; it is their home. They can maneuver in the air with the same ease as a normal person on the ground, turning at will, stopping quickly, and hovering in place. For them, flying is the same as walking or running.

Class A creatures can face any given direction in a round and are virtually impossible to outmaneuver in the air. Fighting in the air is no different from fighting on the ground for them, so they can attack every round. This class includes creatures from the Elemental Plane of Air and creatures able to fly magically, without wings.

Class B creatures are the most maneuverable of all winged creatures, although they lack the utter ease of movement of class A creatures. They can hover in place, and so are the only winged creatures that do not need to maintain forward movement in a battle.

The creatures can turn 180 degrees in a single round and can make one pass every round. This class includes pixies, sprites, sylphs, and most giant insects.

Class C includes most normal birds and flying magical items. Forward momentum must be maintained by moving at least half the normal Movement Rate (although some magical items are exempted from this). Creatures in this class can turn up to 90 degrees in a single round and can make one pass every two rounds. Gargoyles and harpies fall into this class. Dragons, although huge, are amazingly maneuverable and also fall into this class.

Class D creatures are somewhat slow to reach maximum speed, and they make wide turns. Forward movement equal to at least half the Movement Rate is required. Turns are limited to 60 degrees in a single round. Class D creatures make only one pass every three rounds. Pegasi, pteranodons, and sphinxes fall into this class.

Class E is for flyers so large or clumsy that tight maneuvering is impossible. The creature must fly at least half its Movement Rate and can only turn up to 30 degrees in a single round. Thus, it can make just one pass every six rounds. This class includes rocks and other truly gigantic creatures.

Levitation: Levitating creatures don't truly fly, and their movement is generally limited to up or down. Levitating creatures that are able to move freely are assumed to be class A. Otherwise, the power does not grant any maneuverability and so is not assigned a class. See PHB page 209 for more details on combat while levitating.

Altitude: The relative elevation of combatants is important for a variety of reasons, but as far as combat goes, it has little real effect. If flying creatures wish to fight, they must all be flying at approximately the same height. If one of the creatures flees and the others do not pursue, he gets away. Simple.

Altitude affects the action. The DM should keep the following guidelines in mind as he listens to what players want to do and decides how creatures and NPCs will react.

Creatures cannot take the Charge action against those above them, although those above can dive in order to Charge (DMG 65).

Only creatures with natural weapons or riders with reach weapons, such as a lance, can attack a creature below them.

Combat Procedure: Aerial combat is based on maneuverability. When flying creatures fight, compare the maneuverability classes of the different combatants. If these are all identical, the combat is conducted normally. When maneuverability classes differ, creatures with the better class gain several advantages.

For each difference in class, the more maneuverable flyer add 1 to its initiative die rolls. Its maneuverability increases its ability to strike quickly and to strike areas that are difficult to protect.

Breath Weapons are more problematic in aerial combat than on the ground. Creatures using breath weapons find their fields of fire slightly more restricted, making the attack harder to use. Dragons, in particular, find it difficult to use their breath weapons to the side and rear while flying forward.

Those within a 60-degree arc of the front of the creature roll Saving Throws normally. Creatures outside this arc save with a +2 bonus to the die roll.

Mounted, aerial combat is also difficult. Those mounted on a flying creature or magical device suffer all the penalties for mounted combat (DMG 72). Hovering is the same as standing still and incurs no penalty.

Air-to-Ground Combat: When attacking a creature on the ground (or one levitating and unable to move), the flyer's attacks are limited by the number of rounds needed to complete a pass.

A dragon flies out of its cave to attack the player characters as they near its lair. On the first round it swoops over them, raking the lead character with its claws. Since its maneuverability is C, it then spends a round wheeling about and swooping back to make another attack on the third round of combat. Of course, during this time, its flight will more than likely take it out of range of the player characters.

Escaping: When a creature tries to break off from combat, its ability to escape depends on its maneuverability and speed. Creatures both faster and more maneuverable than their opponents can escape combat without drawing Opportunity Attacks (DMG 66), even if they break from combat without taking the Disengage action (DMG 65).

If a creature is faster, but not more maneuverable, it can break off by taking the Disengage action (DMG 65) and outrunning its opponent. The other cannot keep pace. If the creature does not take the Disengage action to break from combat, it draws Opportunity Attacks normally.

If the creature is slower, regardless of maneuverability, a Disengage action must be taken in order to withdraw from aerial combat without drawing an Opportunity Attack. Even then, its foe may choose to pursue and attack once within range.

Damage: Any winged creature that loses more than 50% of its hit points cannot sustain itself in the air and must land as soon as possible. The creature can glide safely to the ground but cannot gain altitude or fly faster than half its normal Movement Rate. If no safe landing point is available, the creature is just out of luck. Since the circumstances of a crash landing can vary greatly, the exact handling of the situation is left to the DM. The falling rules may come in handy, though a vivid imagination may be even more helpful.

Aerial Attack Modes: Creatures will use considerably different combat tactics in the air, and their "natural" methods of attack will often be substantially altered. The following list should help the DM determine how certain creatures will fight in the air. Speed and maneuverability class are also listed. For reasons of space or redundancy, not all flying creatures have been included. Once familiar with the system, the DM should be able to apply it to any aerial monster:

- **Aerial Servant:** 120', class A. If forced to fight, an aerial servant usually resorts to battering.
- **Broom of Flying:** These devices must be moving at least half speed to function. With practice, they can be controlled by the rider's

knees, so an experienced broomsman can melee in the air. However, all spell use requires a DC 15 Concentration Check while riding a broom, though some magical devices (such as wands) could be used without issue. Brooms are maneuverability class C.

- **Carpet of Flying:** Carpets are the most stable of flying devices, and thus the most valuable. Though they are class C as pertains to maneuverability, they can hover or move at any speed the controller desires (up to the stated maximum). While hovering or moving slowly they are ideal platforms for spell- or missile-casting (quick motion tends to disrupt magical concentration, even if the spell-user is not the one controlling the carpet). They are not so easily adapted to aerial melee, as passengers will tend to get knocked off the carpet and fall to the ground. Attempts to weave straps or seat belts into a flying carpet will generally destroy its dwomer.
- **Chimera:** 90', class E. The chimera is a clumsy flyer and prefers to use its breath weapon in aerial battles. It can use its claws or attack with one of its heads.
- **Cockatrice:** 90', class C. The cockatrice is not a strong, steady flyer, and will not go above 300' unless provoked into one of its screaming fits of rage. In any case, it will never fly for more than 30 minutes before landing to rest. The cockatrice's power to turn flesh to stone is an awful one, as it often need only hit to destroy its enemies, and those petrified in the air usually fall and shatter!
- **Couatl:** 90', class A. The couatl's favorite tactic is to throw loops around other flying creatures and constrict them so that neither couatl nor prey can fly. Both plummet to the earth, but the couatl turns ethereal just before impact and thus escapes being crushed.
- **Daemon (Nycadaemon):** 180', class D. Though heavy, nycadaemons are powerful flyers, and can build up great speed and momentum. They act much like flying battering rams, striking for 2d6 points of bludgeoning damage when they hit. A nycadaemon will try to run its prey close to the ground and then close for a grapple.
The wings will be used to batter and confuse and slow their fall, as it attempts to bring its opponent down to the ground where leverage and its full physical strength can be brought to bear.
- **Demon (Nalfeshee and Balor):** 60', class E and 75', class D. These two huge demon types will try to bring their foes to the ground, much like nycadaemons.
- **Demon (Succubus):** 90', class C. Succubi prefer not to melee in the air or on the ground, and will use guile, treachery, and etherealness whenever possible.
- **Demon (Vrock):** 90', class C. These vulture-demons generally slash with their rear talons.
- **Devils:** All devils' power of illusion makes them difficult and dangerous aerial opponents.
- **Devil (Erinyes):** 105', class C. Erinyes will slash with their envenomed dagger or use their *rope of entanglement* to foul opponents' wings and make them fall.
- **Devil (Horned Devil or Cornugon):** 90', class D. Horned devils will attempt to impale with their fork and rip with their tails as they pass.
- **Devil (Pit Fiend):** 75', class D. These mightiest of devils will usually attempt to force their prey to the ground, where they can leisurely tear them limb from limb. Their clubs and tails are dangerous weapons in the air.
- **Dinosaur (Pteranodon):** 75', class C. These creatures' light bone structure makes them unwilling to collide with other creatures in the air, but if necessary they will attempt to spear with their long, pointed beaks. Their preferred method of attack is to drop upon earthbound creatures from above, lift them up to several hundred feet and then allow them to plummet to their deaths.
- **Djinn:** 120', class A. Djinn, like all creatures from the aerial plane, are nearly impossible to catch in the air. When a swooping creature approaches them, they simply move aside. In addition, their ability to create illusions and become invisible ensures that all aerial combat will take place only when and where the djinn desires. They are openly contemptuous of those who need wings to fly, or magical aviators such as magic-users and efreet.

- **Dragons:** 120' - 200', class C or D. Flying dragons have an array of natural weaponry and, often, spells that they use to their advantage. Their powerful breath weapons make up for any lack of maneuverability they have against more nimble fliers. On an attack pass, a dragon can either bite or use four claws (never both), as well as a tail slap. A dragon may choose to breathe on an approach and then pass and slash with fang or claw.
- **Eagle, Giant:** 240', class D. Giant eagles commonly attack with their talons. They share with their smaller cousins the ability to plummet almost to the ground and then suddenly break their fall and pull out or land safely.
- **Efreeti:** 120', class B. As with djinn, efreet use their invisibility and illusion abilities to good effect in aerial combat.
- **Elemental, Air:** 180', class A. Air elementals gain +1 to hit and +2 on each die of damage they inflict when fighting in the air. They move in the same manner as djinn.
- **Fly spell:** 120', class B. Utilizing a Fly spell requires concentration on the part of the caster, so spells that do not require concentration could be cast while flying, either while hovering or moving slowly. If another creature is the target of the spell, it can act normally since flying is as easy as walking to a recipient of the spell.
- **Gargoyle:** 75', class C. Gargoyles will attempt to spear with their horn or slash with their claws (never both).
- **Griffon:** 150', class C (class D when mounted). A griffon will either slash with its forward talons or bite with its powerful beak.
- **Harpy:** 75', class C. Harpies will use either their leg talons or a weapon in aerial battle. Like eagles, they can plummet straight down and then pull out.
- **Hippogriff:** 180', class C (class D when mounted). Hippogriffs fight in much the same manner as griffons.
- **Ki-rin:** 240', class B. Ki-rin will generally attack with their horn to impale.
- **Lammasu:** 120', class C. Lammasu will use their claws if forced to fight. They are hard to hit in the air, as they can Dimension Door away from an attack path.
- **Levitation:** Levitating creatures don't truly fly, and their movement is generally limited to up or down. Levitating creatures that are able to move freely are assumed to be class A. Otherwise, the power does not grant any maneuverability and so is not assigned a class.
A levitating creature that attacks with a melee or ranged weapon finds itself increasingly unstable; the first attack has a -1 penalty on attack rolls, the second, -2, and so on, to a maximum penalty of 5. A levitating creature can use an action to make an Acrobatics skill check, with a DC equal to the spell's Saving Throw DC, to stabilize and remove this penalty.
- **Manticore:** 90', class E. Manticores are clumsy flyers, but they will not hesitate to fling their tail spikes at opponents who come too close. They can also employ their front claws.
- **Men:** Men, like monsters, must behave differently in the air than on the ground. Most flying combat involving humans consists of magical or magically-equipped flyers rising above a melee to gain a positional advantage for the purpose of spell- or missile-casting. This actually isn't as easy as most players would like to think it is, as the different forms of magical flight often have requirements which interfere with such actions.
- **Pegasus:** 240', class C (class D when mounted). In flight, pegasi fight with their front hooves.
- **Peryton:** 105', class C. A peryton will attempt to impale with its sharp horns.
- **Pseudodragon:** 120', class A. Pseudo-dragons rely on their poisonous stingers in aerial combat.
- **Roc:** 150', class E. Rocs generally attack using their huge and powerful talons. Amazingly enough, considering their great size, they can plummet straight down like eagles and then arrest their fall by a sudden unfurling of their wings.

- **Shedu:** 120', class C. Shedu will strike with their powerful hooves if they become involved in aerial combat, though their power to become ethereal allows them to avoid this if they so desire.
- **Sphinx:** 120', 150', or 180', class D. The various sphinxes nearly always employ their fore claws in an aerial battle, though the roar of the androsphinx is also a potent weapon, as it weakens opponents and could make them unable to fly.
- **Wings of Flying:** These devices are maneuverability class C and the wearer must be moving at least half speed to maintain flight. Though the wings leave the aviator's hands free for fighting, it is impossible to concentrate enough to cast spells due to the continual bodily motion involved. This does not prohibit the use of some magical devices that duplicate spell effects (rings, wands, etc.). Like an eagle, the wearer of wings of flying can plummet a great distance and still pull out safely if the wings have not been previously damaged.
- **Wyvern:** 120', class E. On an attack pass, a wyvern will attempt to either bite or sting.

Flying Mounts: Most flying mounts will be either griffons, hippogriffs or pegasi. All of these should be very difficult to acquire, and even harder to train. None of these types will mix with the others (griffons will eat pegasi or hippogriffs if given a chance, and hippogriffs confined with pegasi will bullyrag them whenever possible).

- **Griffons** are often nasty and bad-tempered. If captured when very young and trained, however, they can become fiercely loyal mounts. Their loyalty is non-transferable once fixed, so they must be disciplined and trained solely by the intended rider. The griffon must be trained and exercised by its owner on a fairly regular basis while it is a fledgling (up to age six months) in order to accustom it to his or her presence and the bridle, blanket, saddle, etc. When the griffon is half-grown a period of intensive training must begin, which will last at least four months. The daily routine must never be broken for more than two days, or the griffon's wild nature will assert itself and all progress will be lost. After two months of this intensive training, it will be possible to begin to fly the griffon. This will be a period of training for mount and owner alike, as the rider must learn how to deal with a new dimension, and he will probably have no teacher but himself. Imagine the confusing tumult of giant wings, the rush of air, the sudden changes in altitude, and you will realize why an inexperienced rider absolutely cannot handle a flying mount.

Griffons, like all large flying creatures, eat enormous amounts of food, especially after prolonged aviation. Moreover, they are carnivores, and thus very expensive to feed. Care and keeping of a griffon will be a constant strain on the largest treasure hoard. Costs will probably run in the area of 300-600 gp per month. It will require special quarters, at least three grooms and keepers, and occasionally an entire horse for dinner (diet will differ, but similar arrangements must be made for all flying mounts).

- **Hippogriffs** are not so difficult to train as griffons, but neither are they as dependable in a pinch. A training process basically similar to that previously described will be necessary, though occasionally an animal trainer can substitute for the master for short periods if he or she is tied up elsewhere. Once broken, hippogriffs may possibly serve more than one master. They are omnivores, and thus somewhat less expensive to feed than griffons.
- **Pegasi** are greatly valued for their speed, which makes them virtually the fastest things in the air. Their training is a long process similar in many respects to that of griffons. They will serve only good characters – all others will find them totally intractable. Like griffons, their loyalty is given to only one master in a lifetime.

All flying mounts must rest one hour for every three they fly, and they can never fly more than eight hours a day. During their rest periods they will eat as if famished: this means meat for griffons or hippogriffs, and green living plants, preferably of a succulent nature, or fine hay and oats, for pegasi.

Use of more exotic types of flying mounts will generally require some form of spell control (such as *charm monster*), though the more intelligent ones may possibly give their permission and cooperation in certain circumstances. This does not ensure ease of handling and

stability on the part of the rider, however. Likewise, griffons, hippogriffs, and pegasi can be *charmed* and ridden.

All flying mounts will move at one maneuverability class worse than normal when mounted unless the mount is more than two size categories larger than its rider.

Mounted, Vehicle, or Waterborne Movement

The following table provides hourly and daily rates of movement for mounts and vehicles. Moderately encumbered mounts have their listed Movement Rate penalized by 25%, while heavily encumbered mounts reduce their listed Movement Rate by 50%.

Mode of Transport	Hourly	Daily
Cart or wagon ¹	2 miles	16 miles
Donkey or mule ¹	3 miles	24 miles
Galleon (sailed)	5 miles	120 miles
Galley (rowed and sailed)	4 miles	96 miles
Horse, heavy (pack or war) ¹	5 miles	40 miles
Horse, medium (pack or war) ¹	6 miles	44 miles
Horse, light (pack or war) ¹	6 miles	48 miles
Keelboat (rowed) ²	1 mile	10 miles
Knarr or longship (sailed and rowed)	3 miles	72 miles
Pony or warpony ¹	4 miles	32 miles
Raft or barge (poled or towed) ²	½ mile	5 miles
Rowboat (rowed) ²	1½ miles	15 miles
Sailing ship (sailed)	2 miles	48 miles
Warship (sailed and rowed)	2½ miles	60 miles

¹ Quadrupeds, such as horses, can carry heavier loads than characters can. See *Encumbrance* on page 57 of the *Player's Handbook* for more information.

² Rafts, barges, keelboats, and rowboats are used on lakes and rivers. If going downstream, add the speed of the current (typically 3 miles per hour) to the speed of the vehicle. In addition to 10 hours of being rowed, the vehicle can also float an additional 14 hours if someone can guide it, so add an additional 42 miles to the daily distance traveled. These vehicles can't be rowed against any significant current, but they can be pulled upstream by draft animals on the shores.

Mounts: Mounted movement cross-country is affected by a number of factors. The two principal ones are the Movement Rate of the mount and the type of terrain traversed.

When determining overland Movement Rates, remember that most riders spend as much time walking their mounts as they do riding them. The real advantage of riding is in the extra gear the mount can carry and its usefulness in combat.

Thus, while an unencumbered man can go about the same distance as a donkey or mule across clear terrain (24 miles), the man must travel with virtually no gear to move at that rate. Were he to carry an assortment of arms, a suit of chainmail armor, and his personal items, he would find it impossible to keep up with a mounted man similarly encumbered.

For each hour a mount travels beyond 8 hours, a Constitution Saving Throw (DC 10, +2 per extra hour) is required. If the check fails, the mount takes 1d3 points of Constitution ability damage. A mount that takes CON damage from a forced march becomes fatigued (see page 241). Eliminating this ability damage also eliminates the fatigue. It's possible for a mount to be slain by being pushed too hard.

Vehicles: While animals are useful for getting around in the wilderness, they are seriously limited by the size of the load they can carry. Peasants and merchants often use wagons and carts for trade in civilized areas. Chariots are favored by the wealthy and in times of war but are not normally used for long-distance travel.

- Carriages are four-wheeled vehicle can transport as many as four people within an enclosed cab, plus two drivers. In general, two horses (or other beasts of burden) draw it. A carriage comes with the harness needed to pull it.
- Carts are small two-wheeled affairs. They can be pulled by one or two animals, but no more than this.
- Chariots are intended more for speed, comfort, and their usefulness in warfare, than for their ability to haul loads. Chariots can hitch one to four horses (or other creatures), but no more than

this. A horse can pull its normal load (the weight of the chariot not included) at its normal Movement Rate.

- Sledges and dog sleds are handy in snow and ice-bound regions. Player characters may find all these vehicles necessary during the course of their adventures.
- Wagons are four-wheeled and can hitch anywhere from two to 12 (or even more!).

Animals hitched to carts, chariots and wagons may double their carrying capacity. The weight of the cart, chariot or wagon is not considered when determining encumbrance, only the cargo.

Waterborne Movement: One of the fastest and easiest ways to get somewhere is to travel on a river. It's hard to get lost; a large amount of equipment can be easily carried; it is faster and easier than walking; characters can even do other things (mend clothes, learn spells, cook meals) while traveling on smooth waters.

River travel is not without its risks, however. Eddies, snags, sandbars, rapids, and dangerous waterfalls can make a journey quite exciting. Fortunately, most of these hazards can be avoided by knowledgeable characters.

The rate of movement on a river is determined by two factors: The type of boat and the flow of the current. If the boat is traveling downstream (in the direction of the current), add the speed of the current to the speed of the boat. If the boat is traveling against the current, subtract this amount from the boat's speed.

When sailing downstream, characters must be wary of unexpected hazards. While a good map can show the location of waterfalls and rapids, only a knowledgeable guide or pilot knows the location of hidden sandbars, snags, and dangerous eddies. While these are easy to avoid when traveling upstream (all one need do is stop paddling), unprepared boaters can quickly be swept into them going downstream.

Once characters find themselves in a dangerous situation, they must make a Profession (Sailor) check to prevent capsizing. Capsized boats and goods are swept downstream, although hazards like waterfalls and particularly strong rapids will smash most craft.

Ocean journeys are a dangerous business, especially in a fantasy world. Sea serpents, incredible maelstroms, and other imaginary horrors that filled the maps of medieval navigators really can lurk in the depths of the AD&D game's oceans. Not that they are really necessary - pirates, storms, hidden shoals, and primitive navigational techniques leave the typical sea captain with more than enough danger to cope with.

Deep-sea sailing is pretty much unknown in the AD&D game world. The majority of captains prefer to stay close to known coasts. Without navigation equipment only a few ships venture into open water beyond the sight of land. Shipbuilding skills are not fully up to the needs of deep-sea sailing. Most ships are easily swamped by the stormy waters of major oceans, while their small size prevents crews from carrying adequate supplies for long voyages. Even the skills of sail-handling are in their rudimentary stages.

However, these limitations are not serious in a fantasy world. Those with wealth can cross oceans by other, more practical, means: flying mounts, undersea dwellers, and teleportation are all available, at least to the rich and powerful. The vast majority of the population does not have access to these forms of travel. Also, magical transport is impractical for moving large cargoes. The need to move goods and the scarcity of magical transport make sailing a valuable and necessary art.

General Naval Terminology

Aft: The rear part of a ship.

Corvise: A bridge with a long spike in its end used by the Romans for grappling and boarding.

Devil: The longest seam on the bottom of a wooden ship.

Devil to Pay: Chalking the seam of the same name. When this job is assigned, it is given to the ship's goof-off and thus comes the expression "You will have the devil to pay."

Fore: The forward part of a ship.

Forecastle: A fortified wooden enclosure resembling a castle in the fore of a ship.

Hoist Sails: To raise the sails.

Lower the Sails: To let the sails down.

Port: The left side of a ship; also a city or town where ships may take refuge or load and unload cargo.

Shearing off Oars: Accidentally or intentionally breaking oars of one or more ships when attempting to board or cripple the ship if it did not retract its oars.

Starboard: The right side of a ship.

Step: To put the mast up.

Stern: A section of the aft of a ship.

Sterncastle: The same as a forecastle except that it is in the stern of the ship.

Stroke: The drummer and the beat he sets for the oarsmen on a galley.

Top Castle: A fortified structure on the mast.

Unstep: To take down the mast.

Weigh Anchor: Means the anchor is clear of the bottom.

Swimming and Sinking: Most non-aquatic creatures may swim at $\frac{1}{4}$ of their listed Movement Rate, while those with a listed swimming Movement Rate (such as sahuagin and locathah) may move that distance each round.

Sinking or drowning creatures "fall" through the water at 20' per round if lightly encumbered, 40' per round if moderately encumbered and 60' per round if heavily encumbered.

When walking beneath the surface of the water, a submerged character may move $\frac{1}{4}$ of their normal Movement Rate. Moderately or heavily encumbered characters may move $\frac{1}{2}$ of their normal Movement Rate because their load minimizes the effects of their natural buoyancy.

Characters with Freedom of Movement do not suffer any of the penalties listed for underwater combat.

Drowning or Suffocating: A creature can hold its breath for 1 round per point of Constitution. After this period of time, the character must make a DC 10 Constitution Saving Throw in order to continue holding his breath. The save must be repeated each round, with the DC increasing by 2 for each previous success.

When the character fails one of these Constitution Saving Throws, he or she begins to suffocate. In the first round, the character falls unconscious (0 Hit Points). In the following round, the character drops to -1 Hit Points and is dying. In the third round, the character suffocates.

Vision: Distance of vision will vary according to depth (and available light) and obscuring objects. Basically, characters will be able to see objects and movement up to 60' away in water. As one descends deeper than this, surface light fades into darkness. Without light sources, characters will suffer concealment penalties, due to darkness, as follows:

Depth	Concealment
50'	None
100'	Light
150'	Heavy
200'	Total

Murky water, such as that found in freshwater ponds, halves the distances listed above. Light sources, such as Light spells, work normally to illuminate an area underwater (though murky water reduces the illumination radius of any light source by 50%).

Other objects will also obscure vision. Seaweed or sea grass provides light concealment, depending on its density. Sea grass can be anywhere from 3' to 30' in height, while seaweed can take practically any size or shape the DM desires. In any case, shoals of either will totally obstruct vision, and anything may be hiding within! Schools of fish can also blind and confuse with their masses and quick movements.

Mud can also be a big problem, especially as pertains to combat on the bottom, where violent movement may kick it up in great clouds, totally blocking vision as long as the movement lasts and for 1d3 minutes afterwards, unless there is a current to carry it away. Even light sources cannot penetrate the muddiest water.



Light and Vision

The ability of your player characters to see something and their ability to be seen are important to the play of the AD&D game. Characters unable to see monsters have a nasty tendency to be surprised. Characters stomping through the woods waving torches tend to give away their position, making it hard to surprise others. For these and other reasons, you should always be conscious of visibility and light sources when running an adventure.

Light

While some characters have Darkvision (the ability to see normally in areas of natural darkness) due to race or through magical means, most characters can only see in darkness by aid of a light source. The following table gives the properties of typical light sources:

Light Source	Radius of Bright Light	Burning Time
Torch	30 foot sphere	1 hour
Hooded Lantern	30 foot sphere	6 hours*
Bull's-eye Lantern	60 foot cone	6 hours*
Magic Weapon	15 foot sphere	Infinite

* Per pint of fine oil

Light sources provide bright light within the listed radius. They offer dim light (see below) at up to double the brightly lit area's radius.

Example: A torch offers bright light up to 30' away from the torchbearer and dim light for 30' beyond that.

Characters with Twilight Vision (elves, half-elves, and halflings) can see normally in dim light and by moonlight. Those with Darkvision (dwarves, gnomes and half-orcs) lose that ability while in a brightly lit area. Darkvision is black and white only but otherwise like normal sight. Darkvision does not grant one the ability to see in magical darkness.

The presence or absence of light in an environment creates three categories of illumination: Bright light, dim light, and darkness.

- Bright light lets most creatures see normally. Even gloomy days provide bright light, as do torches, lanterns, fires, and other sources of illumination within a specific radius.
- Dim light, also called deep shadow, creates a lightly obscured area. An area of dim light is usually a boundary between a source of bright light, such as a torch, and surrounding darkness. Characters face dim light outdoors on most moonlit nights or indoors when glowing embers in a fireplace or moonlight through a window provide some light to see by.

Perception skill checks and attack rolls made within a dimly lit area suffer a -1 penalty. Such areas offer light concealment to those in the area (see Cover and Concealment on pages 68 for more details).

Characters with Twilight Vision suffer no penalties to Perception checks or attacks rolls in dimly lit areas.

- Darkness, also called complete darkness or pitch-black, creates a totally obscured area. Characters face darkness outdoors on a moonless night, within the confines of an unlit dungeon or a subterranean vault, or in an area of magical darkness. Such areas offer total concealment to those in the area (see Cover and Concealment below for more details).

Characters who cannot see due to darkness or magical effects are considered blinded and have their Movement Rate reduced to ½ normal, rounded to the nearest 5' increment.

Perception skill checks made in an area of darkness suffer a -4 penalty. Attackers who can see blinded targets gain a +2 to hit them and, in the case of thieves or assassins, may use their special attacks against such characters even if they are not surprised. See Unseen Combatants on page 33 for more details.

Characters with Darkvision suffer no penalties to Perception skill checks or attacks rolls in areas of natural darkness, and may move at their normal Movement Rate.

Cover and Concealment

One of the best ways to avoid being hit and injured is to hide behind something - a wall, a tree, a building corner, a heap of boulders, or whatever happens to be available. Taking cover doesn't work particularly well in a melee, since the cover hampers defender and attacker equally. However, it is quite an effective tactic against ranged attacks. There are two types of protection a character can have:

Concealment: The first is concealment. A character hiding behind a clump of bushes is concealed. He can be seen, but only with difficulty, and it's no easy task to determine exactly where he is. The bushes cannot stop an arrow, but they do make it less likely that the character is hit. Other types of concealment include curtains, tapestries, smoke, fog, dimly lit rooms, and brambles.

- A target has light concealment when in a dimly lit room or when lightly obscured by fog, smoke, or foliage.
- A target has heavy concealment if in an area of heavy fog or smoke, or heavily obscured by foliage.
- A target has total concealment when in a completely dark area or when its attacker cannot see it (i.e. when the attacker is blinded or the defender is invisible). See Blinded Combatants and Unseen Combatants on the following page for more information.

Cover: The other type of protection is cover. It is, as its name implies, something a character can hide behind that will block a missile. Cover can be provided by stone walls, the corner of a building, tables, doors, earth embankments, tree trunks, and magical walls of force.

- A target has light cover when an obstacle blocks at least half of its body. The obstacle might be a low wall, a large piece of furniture, a narrow tree trunk, or a creature, whether that creature is an enemy or a friend.
- A target has heavy cover if about three-quarters of it is covered by an obstacle. The obstacle might be a portcullis, an arrow slit, or a thick tree trunk. A target with heavy cover gains a +2 bonus to Dexterity Saving Throws.
- A target has total cover if it is completely blocked by an obstacle. A target with total cover can't be targeted directly by an attack or a spell, although some spells can reach such a target by including it in an area of effect. A target with total cover gains a +4 bonus to Dexterity Saving Throws.

Example: A man crouching behind a stone wall would be protected if a Fireball exploded in front of the wall but would not be protected by cover if the blast occurred behind him, on his side of the wall.

Armor Class Bonuses Due to Cover and Concealment: Cover or concealment helps a potential target by providing a bonus to the target's Armor Class. The AC bonus for concealment or cover depends on the degree to which it is being used as shelter. The different modifiers for varying degrees of cover and concealment are shown below.

Cover and Concealment Bonuses

Level of:	Concealment	Cover
Light	+1 to Armor Class	+2 to Armor Class
Heavy	+2 to Armor Class	+4 to Armor Class, +2 to DEX saves
Total	+4 to Armor Class	Can't be directly targeted, +4 to DEX saves

Blinded Combatants

Characters who cannot see due to darkness or magical effects are considered blinded and have their Movement Rate reduced to ½ of their normal Movement Rate, rounded to the nearest 5' increment.

Perception skill checks made blinded combatants (such as those within an area of total darkness) suffer a -4 penalty and foes have total concealment against blinded combatants.

Opponents who can see blinded characters gain a +2 to hit them and, in the case of thieves or assassins, may make Sneak Attacks or Killing Strikes against them even if they are not surprised. See Unseen Combatants below for more details.

Unseen Combatants

Combatants often try to escape their foes' notice by hiding, casting the Invisibility spell, or lurking in darkness.

When attacking an unseen target, a combatant suffers a -4 penalty to its attack rolls (see the rules for Concealment above for more details on total concealment). This is true whether the combatant is guessing its target's location or is targeting a creature that can't be seen but can otherwise be detected. If the target isn't in the location targeted, the attack automatically misses, but the DM typically just says that the attack missed, not whether the attacker guessed the target's location correctly.

When a combatant can't see its attacker, because they are blinded or unable to see in darkness, or the attacker is invisible, the attacker gains a +2 bonus to attack rolls made against it. If an attacker is hidden or unseen when making an attack, it gives away its location when its attack hits or misses.

Environmental Hazards

By its nature, adventuring involves delving into places that are dark, dangerous, and full of mysteries to be explored. The rules in this section cover some of the most important ways in which adventurers interact with the environment in such places.

This section describes a few examples of hazards that adventurers might encounter in their adventures. Some hazards, such as slippery ice, require no ability check to spot. Others, such as desecrated ground, are undetectable by normal senses.

The natural hazards presented here can be identified with a successful Intelligence (Nature) check.

Avalanches and Landslides

The combination of high peaks and heavy snowfalls means that avalanches are a deadly peril in many mountainous areas. While avalanches of snow and ice are common, it's also possible to have an avalanche of rock and soil.

An avalanche can be spotted or heard from as far away as 5d10x100' down slope by a character who makes a DC 10 Perception check. If all characters fail this check, the avalanche moves 1d4x100' closer to them each round, and they automatically become aware of it when it closes to half the original distance. It's possible to hear an avalanche coming even if you can't see it.

Characters caught in an avalanche take 5d6 points of bludgeoning damage, or half that amount if they make a DC 13 Dexterity Saving Throw. They are subsequently buried unless they succeed at a DC 15 Dexterity save. Buried characters are at risk of suffocating (see below) and take 1d3 points of bludgeoning damage for each hour that they are buried.

Cave-Ins

Cave-ins deal 5d6 points of bludgeoning damage to any creature caught within the area of collapse and are buried beneath the rubble. Those who make a DC 15 Dexterity save take half damage and are not buried.

Buried characters are at risk of suffocating (see below) and take 1d3 points of bludgeoning damage for each hour that they are buried.

Desecrated Ground

Some cemeteries and catacombs are imbued with the unseen traces of ancient evil. An area of desecrated ground can be any size, and a Detect Evil spell cast within range reveals its presence.

Undead standing on desecrated ground gain a +2 bonus to their Saving Throws and attack rolls.

A vial of holy water purifies a 10-foot-square area of desecrated ground when sprinkled on it, and a Consecrate spell purifies desecrated ground within its area.

Difficult Terrain

Every foot of movement in difficult terrain costs 1 extra foot. This rule is true even if multiple things in a space count as difficult terrain.

Extreme Cold and Heat

Exposure to extreme cold (below 0 degrees Fahrenheit) or heat (above 100 degrees Fahrenheit) deals 1d3 points of Constitution damage to those without resistance or immunity to those conditions each hour. This ability damage cannot be naturally recovered until the character gets out of the cold or heat.

For temperatures well below 0 degrees or above 100 degrees the rate of Constitution damage should be increased to 1d3 damage for every 10 minutes, minute, or round spent in those conditions (at the DM's discretion). Under such conditions, characters would also take 1d3 points of cold or fire damage for each minute spent in those conditions.

Falling

A fall from a great height is one of the most common hazards facing an adventurer. At the end of a fall, a creature takes 1d6 bludgeoning damage for every 10 feet it fell, to a maximum of 20d6. The creature lands prone, unless it avoids taking damage from the fall.

When falling from a great height, a creature instantly descends up to 1,650 feet per round. This process continues until the fall ends.

Fire Damage

Fire or extremely hot liquids, other than burning oil, magical fires (which are described in various spell and item descriptions), or the fiery attacks of creatures, causes damage dependent upon the size and intensity of the blaze.

A torch's flame, for example, should deal no more than 1d3 points of fire damage, a raging fire should deal 1d6 points of fire damage each round, and a hellish blaze that has totally engulfed a character should deal 5d6 points of fire damage per round. Immersion in boiling water should deal 9d6 damage per round (being doused with boiling water deals 1d6 damage) while immersion in molten lava should deal 20d6 fire damage per round.

Frigid Water

A creature can be immersed in frigid water for a number of minutes equal to its Constitution score before suffering any ill effects.

Each additional minute spent in frigid water requires the creature to succeed on a DC 15 Constitution Saving Throw or suffer 1d3 points of Constitution damage. Creatures with resistance or immunity to cold damage automatically succeed on the Saving Throw, as do creatures that are naturally adapted to living in ice-cold water.

Heavy Precipitation

Everything within an area of heavy rain or heavy snowfall is lightly obscured, and creatures in the area suffer a -1 penalty to Perception checks that rely on sight. Heavy rain also extinguishes open flames and imposes a -1 penalty to Perception checks that rely on hearing.

High Altitude

Traveling at altitudes of 10,000 feet or higher above sea level is taxing for a creature that needs to breathe, because of the reduced amount of oxygen in the air. Each hour such a creature spends traveling at high altitude counts as 2 hours for the purpose of determining how long that creature can travel.

Breathing creatures can become acclimated to a high altitude by spending 30 days or more at this elevation. Breathing creatures can't become acclimated to elevations above 20,000 feet unless they are native to such environments.

Ice

Ice is difficult terrain. When a creature moves onto ice for the first time on a turn, it must succeed on a DC 10 Acrobatics check or fall prone.

Thin ice has a weight tolerance of 3d10x10 pounds per 10' square area. Whenever the total weight on an area of thin ice exceeds its tolerance, the ice in that area breaks. All creatures on broken ice fall through, into the frigid water below (see frigid water above).

Quicksand

A quicksand pit covers the ground in roughly a 10' square area and is usually 10 feet deep. When a creature enters the area, it sinks 1d4 feet into the quicksand. At the start of each of the creature's turns, it sinks another 1d4 feet.

As long as the creature isn't completely submerged in quicksand, it can escape by using its action and succeeding on an Athletics check. The DC is 10 plus the number of feet the creature has sunk into the quicksand. A creature that is completely submerged in quicksand can't breathe (see the suffocation rules below).

A creature can pull another creature within its reach out of a quicksand pit by using its action and succeeding on an Athletics check. The DC is 5 plus the number of feet the target creature has sunk into the quicksand.

Suffocating

A creature can hold its breath for 1 round per point of Constitution. After this period of time, the character must make a DC 10 Constitution Saving Throw in order to continue holding his breath. The save must be repeated each round, with the DC increasing by 2 for each previous success.

When the character fails one of these Constitution Saving Throws, he or she begins to suffocate. In the first round, the character falls unconscious (0 Hit Points). In the following round, the character drops to -1 Hit Points and is dying. In the third round, the character suffocates.

Strong Winds

Powerful wind gusts impose penalties to attack rolls and Perception checks, as well as posing danger to those attempting to move through areas with buffeting winds.

- **Strong Wind:** Strong wind gusts automatically extinguish unprotected flames (candles, torches, and the like). Such gusts impose a -2 penalty on ranged attack rolls and on Perception checks.
- **Severe Wind:** In addition to automatically extinguishing any unprotected flames there is a 50% chance of extinguishing protected flames (such as lanterns). Ranged weapon attacks and Perception checks are at a -4 penalty. Creatures in the area must make a DC 5 Athletics check or be knocked prone. Flying creatures take 1d3 points of bludgeoning damage and are blown back 1d6 x 5 feet unless they succeed at a DC 10 Athletics check.
- **Hurricane-Force Wind:** All flames are extinguished. Ranged attacks and Perception checks suffer a -6 penalty. Creatures in the area must succeed at a DC 10 Athletics check or be knocked prone. Those failing by 5 or more take 1d3 points of bludgeoning damage. Creatures that make their Athletics check to remain standing move at ½ their Movement Rate.

Flying creatures take 1d6 points of bludgeoning damage and are blown back 1d6 x 10 feet. Flying creatures must immediately land or get blown back 1d6 x 10 feet and take 1d6 points of bludgeoning damage on their next turn.

- **Tornado:** All flames are extinguished. All ranged attacks are impossible (even with siege weapons), as are Perception checks. Characters within 60' of the 40' radius tornado funnel must make a DC 15 Athletics check or be knocked prone and sucked towards the tornado. Characters failing their Athletics check are moved 30' closer + 5' for every 5 points by which they failed their check. Those who come in contact with the actual funnel cloud are picked up and whirled around for 1d10 rounds, taking 5d8 points of bludgeoning damage per round, before being violently expelled (falling damage may apply).

While a tornado's rotational speed can be as great as 300 mph, the funnel itself moves forward at an average of 30 mph (roughly 600' per round). A tornado uproots trees, destroys buildings, and causes other similar forms of major destruction.

Webs

Giant spiders weave thick, sticky webs across passages and at the bottom of pits to snare prey. These web-filled areas are difficult terrain. Moreover, a creature entering a webbed area for the first time on a turn or starting its turn there must succeed on a DC 13 Dexterity Saving Throw or be caught in the webs.

Creatures caught in a web are entangled and have their Movement Rate reduced to 0. Entangled creatures lose any Dexterity bonus they might have to Armor Class and may not employ a shield to defend themselves. Entangled creatures may only attack the web while entangled.

Each round, a character or creature caught in a web can take an action to make a DC 15 Athletics check in order to free itself from the web.

Those in the area of the web but unentangled, either by making the initial Dexterity Saving Throw or an Athletics skill check, may move through the web at a rate of 5' per round.

The web offers cover to those within it. A creature 5' away from his attacker has light cover. Creatures up to 10' away have heavy cover while those further away have total cover and cannot be attacked nor targeted by sight by spellcasters. Attacking a creature in a web won't cause you to become entangled.

The strands of a web spell are flammable. A magical *flaming sword* can slash them away as easily as a hand brushes away cobwebs. Any fire can set the webs alight and burns away the entire web in 1 round. All creatures within flaming webs take 2d4 points of fire damage from the flames.

Each 5' cube of giant webs has AC 10, 10 Hit Points, and immunity to bludgeoning and piercing damage.

Food and Water

The food and water requirements noted below are for characters. Horses and other creatures require different quantities of food and water per day based on their size. Water needs are doubled if the weather is hot.

Creature Size	Food per Day	Water per Day
Tiny	1/4 pound	1/4 gallon
Small	1 pound	1 gallon
Medium	1 pound	1 gallon
Large	4 pounds	4 gallons
Huge	16 pounds	16 gallons
Gargantuan	64 pounds	64 gallons

Characters who don't eat or drink suffer the effects of fatigue (see page 241). Constitution damage and fatigue brought on from thirst or starvation cannot be recovered until the character eats or drinks, as needed - not even magic can restore this ability damage or remove fatigue.

Food

A character needs one pound of food per day and can make food last longer by subsisting on half rations. Eating half a pound of food in a day counts as half a day without food.

A character can go without food for a number of days equal to 3 + his or her Constitution modifier (minimum 1). After this time, the character must make a DC 13 Constitution Saving Throw each day (with a cumulative, +2 to the DC for each previous check) or take 1d3 points of Constitution damage and become fatigued (see page 241).

A normal day of eating resets the count of days without food to zero.

Water

A character can go without water for 1 day plus a number of hours equal to his Constitution score. After this time, the character must make a DC 13 Constitution Saving Throw each day (with a cumulative, +2 to the DC for each previous check) or take 1d3 points of Constitution damage and become fatigued (see page 241).

A normal day of drinking water resets the count of days without water to zero.

ENCOUNTERS

If the imagination of players and DMs are fuel of the AD&D game, encounters are the engine that makes it go. Without encounters, nothing happens. Without encounters, player can't slay fearsome trolls, rescue the villagers from a band of orcs, chase down a petty thief, outwit an evil wizard, or humble a mighty tyrant. Encounters make up the plot of the adventure, each in some way furthering the tale or building the background of your campaign world. Without encounters, without the opportunity to meet and deal with others, your campaign world is just going nowhere.

To use encounters, it is important to understand what they are. An encounter is a meeting with an NPC or monster, or an event that might affect the player characters. As DM you:

- Create in advance the thing, person, event, or monster encountered.
- Describe the scene of the encounter to the players.
- Roleplay the reaction of all the creatures involved, except the player characters.
- Describe the results of player character actions during the encounter.

These are a big part of the DM's duties in a roleplaying game (in addition to the task of interpreting the rules and handling the mechanics of play).

An encounter is best defined by two broad criteria. If the described event lacks either of these, it isn't a meaningful or "true" encounter. It may be a described scene, an event, or a bit of mundane business, but it is not a meaningful encounter.

First, a meaningful encounter must involve a thing, an event, NPCs (characters or monsters), or a DM-controlled player character. A meeting of two player characters (handled by the player alone) is not an encounter. It is an action between the players themselves.

Second, a meaningful encounter must present the possibility of a significant change in a player character's abilities, possessions, or knowledge, depending upon the player's decisions. The key terms here are "significant change" and "player decision." For each character with 500 gp in his pocket, going into a tavern and spending three gp on drinks is not significant change. If the character had to spend the same 500 gp in the same tavern to get information about the Black Tower across the river, the character has experienced a significant change of fortune - he's now broke. If the player doesn't make a decision, then he's just coasting along, letting the DM do everything. Going to the tavern and spending three gold pieces on food and drink isn't much of a decision. Choosing to go bankrupt to learn what may or may not be useful information is fairly significant. The player is going to have to think about the choice. How badly does he want this information? How reliable is this informant? Does he need the money for something else - like new equipment? Can he get a better price?

The presence of an active force and the possibility for change based on player decision are what make a meaningful roleplaying encounter. Take, for example, the situations given below. Try to figure out which of the four is a meaningful or "true" encounter, as defined above.

- Greywolf and Gendal, a gnome, are exploring a cave. Gendal is in the lead. Without any warning the ceiling directly over him collapses, crushing the little gnome instantly. He is dead, and all Greywolf can do is dig out the body.
- Greywolf, a 10th level fighter, meets three lowly orcs. They charge and, not surprisingly Greywolf slices them to ribbons. He isn't even harmed. Searching the chamber, he finds a sword +1. Greywolf already has a sword +3 and is not particularly interested in this weapon.
- Greywolf reaches into his pocket only to discover that the gem he pried from a heathen idol is gone! Thinking about it, he decides the only person who could have taken it was his fellow party member (and player character) Ragnar the Thief. Unhesitatingly, he whips out his sword and holds it at Ragnar's throat. Ragnar reaches for his hidden dagger.
- Greywolf and Calaven are riding across the plain. Just as they crest a low ridge, they see a cloud of smoke and dust in the distance. They halt and watch for a little while. The dust cloud slowly moves on their direction, while the smoke dwindles. Moving

their horses to a hollow, they watch the approach of the mysterious cloud from a thicket.

So, which of these four is a "true" encounter? Only the last one. The first didn't involve any player choice. The gnome is crushed, and there wasn't anything either player character could do about it. Not only is this not an encounter, it isn't fair. It could have been an encounter (with a trapped ceiling), if there had been signs beforehand (clattering stones, previous deadfalls, groaning stones) and if the gnome had been given the opportunity to act before the rock squashed him. The player choice could have been to heed or ignore the warnings and leap forward, back, or stand confused when the rock fell.

The second had player choice, but it wasn't particularly meaningful or balanced. The player knew his character could win the combat so his choice to fight was insignificant. He knew the sword was less potent than the one he already had, so his choice not to keep it was, likewise, not a choice at all. The situation could have been an encounter if the orcs had actually been ogres concealed by an illusion or if the sword had special unrevealed powers. Either of these would have made the character's actions meaningful.

The third situation has all the trappings of an encounter. There is meaningful choice and anything could happen next. However, this is a squabble between player characters, not something the DM has control over. It does not further the plot or develop campaign background. Indeed, such disharmony will only hurt the game in the long run. It could have become an encounter if an invisible NPC thief had done the deed instead of Ragnar. Greywolf and Ragnar, eventually realizing the confusion, would have suddenly found themselves united in a new purpose - to find the culprit. Of course, there would also be roleplaying opportunity as Greywolf tried to make amends while Ragnar remembered the insult!

The fourth example is a true encounter, even though it doesn't seem like much is happening. The players have made significant decisions, particularly to stay and investigate, and they are faced by an unknown creature. They do not know what they face and they do not know if it will be for good or ill. The dust cloud could be a djinni or a hostile air elemental. It could be a war-band of 100 orcs or giant lizards. The players don't know but have decided to take the risk of finding out.

In roleplaying games, encounters fall into one of two general categories - planned (or placed) encounters and random (or wandering) encounters. Each contributes to the overall excitement and adventure of the game.

Planned Encounters

A planned encounter is one the DM has prepared in advance, one tied to a specific place, event, or condition. These can be divided into keys and triggers.

Keys

The simplest of planned encounters is called a key - a listing of who lives where, what they have, and what they might do if a character enters their room, visits their farm, or explores their cave. This key can also contain colorful details about otherwise boring or empty rooms, creating detail for the player characters to explore. Here's how a sample key for an ogre's den, a three-chambered cave, might be written.

1. Main Chamber: One passage of this chamber leads to the outside, a narrow cleft in the rock hidden behind some bushes. Following this, the passage widens after 10 feet. The walls are coated with soot and there is a large pit in the center of the floor filled with ashes and charred bits of bone. The ashes are warm and the rocks of the pit are still hot to the touch. The chamber stinks of burned meat and leather. There is a lot of rubbish on the floor but there is nothing of value here. At the far end, the cleft once again narrows to a passage.
2. Sleeping Chamber: Here the air is thick with smells of animal sweat and worse. There is a loud rumbling from the far side of the chamber. There, sleeping under a mound of crudely skinned furs, is a large ogre. Next to him is a large wooden club. Hanging from the walls are bits of bright cloth, shiny buckles, and tarnished badges. A few simple torches, now unlit, are wedged in the cracks.

If the characters don't make a DC 10 Perception check or

move carefully into the room, one will kick a metal helmet across the floor, waking the ogre. Groggy for one round, he then attacks the group. Just beyond the nest is another passage.

3. Treasure Room: The entrance to this chamber is blocked by a large boulder that must be rolled into the room to get it out of the way. Characters must get it out of the way. Characters must make a successful DC 15 Athletics check to move the boulder. Inside the room are the treasures of the ogre. These include 500 gp, 3 gems (worth 10, 500, and 100 gp), a suit of *chainmail* +1 that the beast cannot use, and a mound of horse trappings, bridles, and saddles. Aside from bats, there are no creatures in the chamber.

When you write a key, describe the way the scene looks as accurately as possible. Also think what sounds the player characters might hear, what they'd smell, what the place feels like, and so on. At the very least, include the following information for every location:

- Any monsters or NPCs found there.
- What equipment and magical items the monsters will use.
- Any treasure (and its location).
- Any other unusual items of interest. This can include colorful details to help you describe the area, ability checks that may come into play or clues to warn characters of danger ahead.

The key can also include special conditions that must be met while in the area. In the example above, there were penalties for not being alert and cautious (kicking the helmet) and requirements for strength (moving the boulder).

However, keys tend to be static - things don't change that much. The DM might decide that, no matter when the characters enter, the ogre will be sleeping. He won't be cooking his dinner, out hunting, or picking his teeth with his toes.

For fairly simple scenes this is fine, but the situation gets ridiculous for more complicated situations. Imagine a farm where the farmer was always in the field or a castle where dinner was continually being served!

Static also means that events in one place don't affect things in another. If the characters heave the boulder out of the way, won't the noise awaken the ogre? Not according to the description as it is given, although a good DM would certainly consider the possibility. Writing a key that takes all these potential inconsistencies into account isn't easy. To be complete, you would have to design the key in your head, figuring out all the interconnections, before you wrote anything down.

There are two solutions to this problem: You can try to be complete and thorough, preparing answers for every possible situation, or you can reduce the amount of detail you give about creature behaviors and improvise answers as you play. To describe a farmhouse, you could simply note the occupants (their ages and the like) and the significant possessions at the farm. The activity of the NPCs can be adjusted to the moment - working in fields, sleeping, eating, etc.

Trying to pre-plan for every eventuality is time-consuming - there is a fair amount of planning and writing you must do. Improvising cuts down on preparation but forces you to work harder during the game. The best solution is to compromise: Carefully detail the most important planned encounters and simply sketch out and improvise the small encounters. This way you are not overwhelmed in preparation or play.

Triggers

Another type of planned encounter is the trigger. It can be used with a key or by itself. A trigger is a simple either/or or if/then type of statement. It is used for more interactive types of encounters, where the action of the event is what is important, such as the kidnapping described below:

The next episode occurs at 1 o'clock in the morning: If any character is still awake, he must make a DC 13 Perception check to hear a muffled scream coming from the balcony of the room next door. If the characters investigate, they will discover two hooded men (6th level thieves) attempting to drag a struggling young woman over the railing. One man has her firmly gripped from behind, his hand clamped over her mouth. The other is hoisting her legs over the side. A confederate waits with the

horses on the ground below. If the characters do nothing, there will be a crash as she kicks over a flower urn, followed by a muttered curse and then the galloping of horses.

If the characters are noticed, the unburdened man wheels to face them, drawing two swords, one in each hand. The woman attempts to break free, only to be struck unconscious by the other man. The man on the ground quietly cocks a crossbow and aims it at the party, keeping an eye out for spellcasters.

Here everything is dependent upon previous and current choices of action. Is a character awake? Will the characters investigate? How will they react to the kidnappers? Each decision molds subsequent events. The characters might leap to the young woman's rescue or they might rouse themselves only in time to see the kidnappers gallop off with her tied to the saddle. Their actions could alter planned events. Coming to her aid, the characters rescue the lady. As DM you must be ready to tell her story. Why was she attacked? Who were they? Are there any clues the characters can find?

To write this type of encounter, first outline the basic sequence of events that would happen if the characters did not interfere. Next, think like a player and try to anticipate what the characters might do. Would they aid the lady? If so, you will need combat information - how the attackers will fight and what weapons and tactics they will use. What happens if the characters try to sound the alarm or talk to the kidnappers? What will the lady say if rescued? At least a brief note should be made to account for the probable reactions of the player characters.

As complete as you make them, triggers are not without their weaknesses. While very good at describing a scene, a trigger does not provide much background information. In the event above, there is no description of the room, the attackers, the lady's history, etc. There could be, but including it would be extra work, and description would also get in the way of the action.

A less critical problem is that DMs can't anticipate every action of the player characters. No matter how carefully a trigger is constructed, there is always something the characters can do to upset the situation. In the example above, what if the characters panic and a magic-user launches a Fireball at the attackers? In a flash of flame, they and their victim are killed and the building is on fire. Prescient is the DM who can anticipate this event!

There is no simple solution for unpredictable players (nor would you want one!). As a DM you are never going to be able to predict every player decision. Experience, both as a player and a DM, teaches you what the most likely actions are. Beyond these you must improvise, relying on your skill as a DM.

Combining Keys and Triggers

Many DMs make use of a dual arrangement for preparing encounters. First, they prepare a key, describing the appearance of the encounter locations, items in them, and other things that are relatively static. Then they write triggers focusing on the characters and their actions.

When they need to describe a room, they rely on the key, while the trigger describes the plot of the adventure. Although this requires a little more set-up, this allows different events to happen in the same place or area, giving a feeling of continuity to the adventure and campaign.

Random Encounters

In addition to planned encounters, the DM also runs random encounters. These aren't tied to a specific place or event. They are based on chance.

During the course of an adventure, the DM makes encounter checks, rolling a die to determine if a random encounter occurs. If one does, the DM chooses or randomly rolls for an encounter using a random encounter table he has prepared or one provided with a published adventure. Complete random encounter tables are provided on pages 228-239. These can be updated and replaced as new creatures are added to the 3rd Edition AD&D game.

When a check indicates an encounter is imminent, a creature or NPC determined by the encounter tables will arrive in the area in the next few minutes to investigate. Many encounters end in combat, but this isn't necessary - it is possible to talk to intelligent creatures, whether in the dungeon, out in the wilderness, or on the streets of a town or city.

Should You Use Random Encounters?

Some argue that random encounters are foolish and should not be used. These people maintain that everything should be under the control of the DM, that there should be no surprises for him while playing the game.

Certainly, random encounters can be abused through overuse, and they can create illogical encounters. However, when used judiciously, random encounters add to everyone's fun in a couple of ways.

Random encounters introduce variety the player characters didn't expect. The characters, exploring a dungeon, become overly confident if they only encounter monsters in chambers and rooms. Random encounters remind them that any second could be dangerous, no matter where they are.

Random encounters make the game more exciting for the DM as well. The game has to be fun and challenging for him as well as the players. Part of the challenge for the DM is to improvise an encounter on the spot. The DM gets involved and excited, improving the play of the game.

To use a random encounter, the DM doesn't just open his rulebook and blindly pick a monster (although there is nothing that says he can't do this). Instead, he uses or creates specific tables that are tailored to the needs of the adventure and adventuring area, by including only those monsters or NPCs that are appropriate to the setting.

Characteristics of Random Encounter Tables

All encounter tables share certain concepts. Before you begin creating your own tables, some understanding of these basics is necessary.

Uniqueness: Although one could create a single encounter table and use it for every situation, this is a grievous limitation on the wealth and detail possible in a campaign world. Encounter tables add distinction and differentiation to areas. Encounter tables can reflect conditions as basic as terrain or as complicated as entire social structures.

This in mind, the DM should decide where in the campaign world each encounter table applies. A single table could be made for all deserts; a separate table could be made for the Desert of Shaar, which is noted for its fabulous beasts; a further table could be made for the ten-mile area around the Palace of Yasath in the Desert of Shaar, where the Emir of Yasath maintains patrols to keep the beasts at bay. Within the palace an entirely different encounter table would be needed, since the patrols don't tramp through the hallways and harems.

Each table says something about the conditions in a particular area - the level of civilization, the degree of danger, even the magical weirdness of the area.

Although the players never see the entire table, such tables help the DM define for himself the nature of his campaign world.

Frequency: All monsters have a frequency of appearance, whether given in the monster's description or assumed by the DM. Orcs are more common than minotaurs, which are seen more often than dragons, which, in turn, are seen more often than Tiamat, Evil Queen of the Dragons. Frequency of appearance is normally listed as common, uncommon, rare, very rare, and unique:

- Common creatures normally account for 70% of the local population. They may be more prolific or just more outgoing, more likely to show themselves to strangers.
- Uncommon monsters fill the next 20%. They are fewer in number and tend to be warier of outsiders.
- Rare creatures account for another 7%. Such creatures are normally solitary, exceptionally powerful, or very retiring.
- Very Rare creatures constitute only 3% of the population. They are truly exotic and almost always extremely powerful. They may be creatures who have wandered far from their normal range or whose magical nature is such that not many can possibly exist at any one time in any one place.
- Unique monsters are just that. They are individuals, specific and named. Such creatures should never be used on random encounter tables. They are reserved for planned encounters.

The chance of encounter is not determined solely by the frequency listing, however. The DM should also take into account a location's

terrain or deadliness. A polar bear can be considered unique only in the tropics and is very rare at best even in the northernmost reaches of temperate lands. An orc living in the deadliest area of an ancient ruin, an area populated by a dragon, mind flayers, and medusae, would be very rare indeed (and very lucky to be alive). Frequency must be modified to suit conditions.

Frequency must also be subservient to the conditions the DM desires to create. If the DM wants a valley filled with magical creatures of incredible deadliness, then rare and very rare creatures are going to be more frequent. A lost valley filled with dinosaurs defies the normal chances of encountering such beasts. Indeed, they could only be considered unique elsewhere.

Furthermore, frequency does not mean characters will encounter a creature 70% or 20% of the time, only that it falls into a group that composes that percentage of the population. The percentages and ratings given are not demographic data; they are only guidelines.

Several common creatures will compose the bulk of the population, so that the chance of meeting any particular type is less than 70%. The same is true for all the other categories. In the end, the chance of meeting a particular type of common creature is still greater than that of meeting an uncommon or very rare creature.

Logic: The other significant factor restricting encounter tables is rationality. Everything on the encounter table should be justifiable for one reason or another. By requiring justification, the DM can quickly narrow his range of creature choices down to a reasonable number, in essence winnowing the chaff from the wheat.

The first and easiest criteria are terrain and temperature. Camels aren't found in jungles; kraken don't crawl across deserts. Glaring contradictions of logic must be justified. Produce a woodland dryad in the middle of a barren waste and the players are going to demand some explanation. Worse yet, they may assume the encounter is significant to the adventure because it is so illogical, which may in turn throw your entire adventure off track.

Even if the creature fits a given terrain, it may not be appropriate to the setting. Just because an orc can appear on the plains doesn't mean it should, not if those plains are at the heart of a fiercely guarded human empire. Out on the fringes where raiding bands could slip across the border would be a far more appropriate place.

As important as terrain and temperature in assessing the logic of a random encounter is the character of the society the table is supposed to reflect. Balance what the players expect to meet with what would make a good adventure. At the heart of an empire, the characters would expect to find farmers, merchants, nobles, priests, and the like. The task for the DM is to find ways to make these seemingly ordinary encounters interesting.

In wilderness areas and abandoned ruins, there may not be a particular culture to consider. However, there is a society of sorts or, more accurately, an ecosystem. This is often overlooked in dungeon settings. Just which creatures feed on which? What relationships exist that allow all manner of diverse creatures to live in the same place without annihilating each other? Does a creature's random appearance make sense with what the characters know about the place? Medusae make poor wandering monsters, since logic says there should be statues of their victims in areas where they live. To round a corner and run into a medusa who just happens to be strolling the caverns grates against logic.

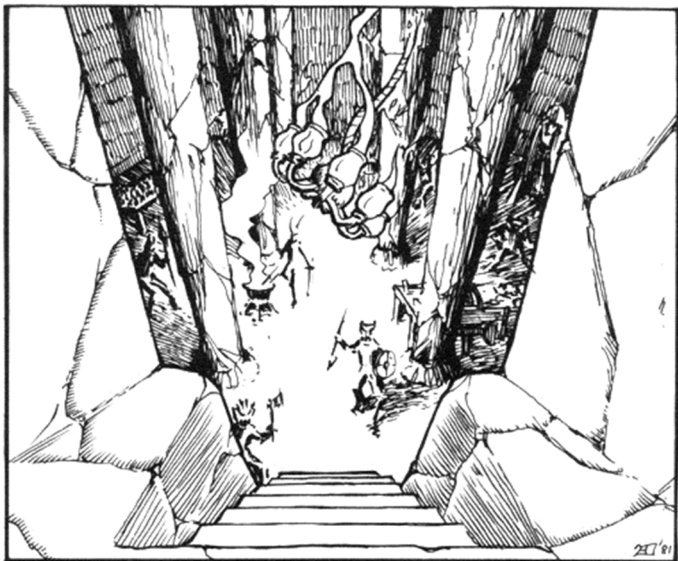
Effect: Random encounters provide breaks in the action and can build or release tension. The characters are galloping after the desperately fleeing kidnappers. Suddenly a flight of griffins, attracted by the clamor of the chase, swoop down, aiming to make a meal of the player characters' horses. The kidnappers may escape unless the characters can extricate themselves from the attack in mere moments! The tension level goes up.

Random encounters can also wear the player characters down in preparation for a larger, planned encounter. The uncertainty of the encounters adds an element of risk for the players. Will the characters be strong enough? A random encounter should rarely cripple a party (unless they are in a sorry state to begin with), but each one should weaken them a little.

It doesn't matter if the player characters win every random encounter, especially not if they are down a few more Hit Points, spells, and

magical items after each. Just knowing they are not at peak form and that they have expended their abilities on wandering monsters makes the players nervous.

For these reasons, you don't want to use the most powerful and significant creatures when creating random encounter tables. You certainly don't want to use creatures that are more powerful than those in the rest of your adventure! Random monsters should be less significant than those you have planned.



Creating Encounter Tables

There are a multitude of ways a DM can create encounter tables (as many ways as there are different ranges of die rolls). The choices range from very simple (roll 1d6 for one of six possible choices) to very complicated (roll percentile dice, modify for time of day and weather and cross-index the result with the terrain). With this, and the common characteristics described above in mind, you can create random encounter tables for virtually any situation.

As already noted, an encounter table can be constructed around virtually any type of die or dice roll. Two of the best, however, are the 2d10 table and the percentile table. Both provide a wide enough range of results to account for the varying frequencies of appearance of the monsters the DM wants to use.

The 2d10 Result Table: This table has nineteen openings (although, by doubling up on some entries, more or less than nineteen different encounters can appear on the table). Rolling 2 dice makes rolls of "2" and "20" very rare, while 70% of results will fall between 7 and 15. Monsters are assigned specific positions on the table according to their frequency, as shown on sample table below.

2d10 Roll	Frequency
2	Very rare
3	Very rare
4	Very rare or rare (DM's choice)
5	Rare
6	Rare
7	Uncommon*
8	Uncommon*
9	Common**
10	Common**
11	Common**
12	Common**
13	Common**
14	Uncommon*
15	Uncommon*
16	Rare
17	Rare
18	Very rare or rare (DM's choice)
19	Very rare
20	Very rare

* Or choice of two uncommon creatures, 50% chance of each.

** Or choice of two common creatures, 50% chance of each.

To fill the table, the DM first selects those monsters he wishes to use on the table and counts how many of each type he has. If he has fewer of a given type than the chart provides for, he can repeat entries. If he has more, he either drops some creatures or doubles up some entries. For example, say the DM is creating an encounter chart for the Bright Desert. First, he chooses his possible encounters:

Common	Uncommon	Rare	Very rare
Camel	Basilisk	Chimera	Djinni
Giant centipede	Brass dragon	Pilgrims	Efreeti
Herd animal	Caravan	Harpy	Lamia
Ogre	Hobgoblin	Dervishes	Salamander
Orc	Nomads		
Huge spider	Giant scorpion		

The table has six common entries, six uncommon entries, five rare, and three very rare entries. There are also two spots that could be rare or very rare. The DM chooses to arrange his encounters as shown:

2d10 Roll	Frequency
2	Lamia
3	Djinni
4	Harpy
5	Pilgrims
6	Dervishes
7	Basilisk
8	Caravan/hobgoblins
9	Huge spider
10	Ogre
11	Camel/herd animal
12	Giant centipede
13	Orc
14	Nomads
15	Giant scorpion
16	Dervishes
17	Chimera
18	Salamander
19	Lamia
20	Djinni

The DM chose not to use the brass dragon or the efreeti, saving these powerful creatures for a special, planned encounter in his adventure. He justifies the presence of the djinni on the table by deciding that it will be helpful to the party, giving them a useful clue about the adventure (unless, of course, they foolishly attack it). To fill the spots of the creatures he set aside, the DM repeated a few entries, meaning they may show up slightly more frequently than might be expected.

The Percentile Table: This is another simple form of encounter table. Here, the creature frequency percentages can be used directly. To create a percentile table, the DM repeats the steps given above for selecting and grouping his encounters, again opting not to use the efreeti or the brass dragon. Then the number of creatures at each frequency is divided into the percentage for that frequency (70%, 20%, 7%, and 3%, respectively, for common, uncommon, rare, and very rare). In the earlier example, the list includes six common monsters. (70%), resulting in an 11% spread per monster (66% total). This is repeated for the monsters in each category. The resulting number is the dice range for each creature. Using these values as a guide, he arranges the creatures into a table.

D% Roll	Encounter
Common Frequency	
01-11	Camel
12-22	Giant centipede
23-33	Herd animal
34-44	Ogre
45-55	Orc
56-66	Huge spider
Uncommon Frequency	
67-70	Basilisk
71-74	Caravan
75-78	Hobgoblins
79-82	Nomads
83-86	Giant scorpion

Rare Frequency

87-88	Chimera
89-90	Pilgrims
91-92	Harpy
93-95	Dervishes
96-97	Salamander

Very Rare Frequency

98-99	Lamia
00	Djinni

Using this method, the DM was able to remain reasonably faithful to the frequency percentages for different creatures: 66% as opposed to 70% for common; 20% exactly for uncommon; 11% as opposed to 7% for rare; and 3% for very rare. In creating this table, the DM had to make adjustments here and there to account for all percentage numbers but doing so allowed him to increase the emphasis on certain monsters.

Dungeons Encounter Tables

Dungeon encounter tables are normally set up according to levels - 1st, 2nd, 3rd, etc. Each level is a relative measure of the power of those creatures on it. In general, the level of the table corresponds to character level, although characters may also encounter and defeat (or be challenged by) creatures from higher or lower level tables. Generally, when adventuring in a dungeon, characters should meet random encounters that are equal to or no more than two levels higher or lower than their own.

Sometimes dungeons themselves are arranged in levels, so that the dungeon level and the encounter table correspond. If not arranged in levels, the DM should key areas to encounter tables. Characters on the 1st level of the dungeon, or in an area keyed to 1st level encounters, would encounter creatures from the first level encounter table.

This not only keeps the power of the monsters in line with the strength of a typical party, it also maintains the logical structure of the dungeon level. It doesn't make much sense for extremely powerful monsters to mingle freely (and without consequence) among the weaker creatures that inhabit the level or area.

Determining Dungeon Level: Figuring the appropriate level for a particular creature is simple. Look up or calculate the experience points of the creature and consult the following table:

Creature XP Value	Dungeon Level
1-20	1
21-50	2
51-150	3
151-250	4
251-500	5
501-1,000	6
1,001-3,000	7
3,001-5,500	8
5,501-10,000	9
10,001+	10

When constructing the encounter table, creatures with a greater or lesser power than the table being designed can be used. However, each level of difference between creature and table decreases the frequency of appearance by one (a *common* creature becomes uncommon, a *rare* creature would be very rare, and so on). Creatures



less powerful than the given level seldom venture into such dangerous territory. Creatures more powerful are seldom met to ensure the player characters have a decent chance of survival.

When adding stronger or weaker than recommended creatures to an encounter table, it is recommended that the added creatures fall within 2 levels of the base dungeon level. As such, an encounter table for dungeon level 3 should only be comprised of creatures typically found on 1st through 5th level dungeons.

Sample Dungeon Encounter Tables are provided in this tome, in Appendix L on page 231. Normally, one dungeon encounter check is made each hour, with an encounter occurring on a roll of 1 on 1d10. See the Frequency of Encounter Checks section on page 41 for more information.

Wilderness Encounter Tables

Unlike the dungeon tables, those used for the wilderness are not so neatly organized according to deadliness or power. One principle of wilderness adventuring (which makes it more dangerous for low-level characters) is that virtually any creature can be met - and often in sizeable numbers. This is a risk the players should be aware of before they take their characters out into the untracked forest.

This does not mean that wilderness adventuring should be impossible for low-level characters. It shouldn't be so deadly that they can't walk three steps before a flight of red dragons appears and turns them to ash with one fiery breath! That's just bad refereeing. Low-level characters should have the opportunity to go on wilderness adventures that they can survive.

Perhaps an area of the nearby forest is regularly patrolled by the King's Wardens who drive off the greater threats to the safety of the population. Lone monsters often escape their notice and sometimes raid the outlying farms. Special encounter tables can be created to reflect the lower levels of monsters that do manage to lurk in these woods, providing low-level characters with a decent but not overpowering challenge.

The greatest consideration in creating wilderness encounter tables is to have a separate table for each type of terrain. These need not be created all at once, although tables must exist for the terrain types the characters have to enter during the course of an adventure. Different terrain types that can be used include the following:

Terrain Types	Terrain Types
Aerial	Ocean, deep
Arctic	Ocean, shallows
Bush	Parkland
Coastal	Plains
Desert, hot or cold	Prehistoric
Farmland	Rainforest
Glacier	Salt marsh
Grasslands	Steppe
Jungle, subtropical	Swamp, tropical
Jungle, tropical	Swamp, temperate
Lake	Temperate forest
Mountains, high	Tundra
Mountains, low	

Wilderness encounter tables can reflect more than just terrain. There are differences between the jungles of Africa and those of Asia or South America. Different areas of jungle (or plains or whatever) can have different properties in a fantasy world, too.

Furthermore, an area's level of civilization should be taken into account. There might be tables for settled farmlands, border areas, and barely explored plains. All cover the same type of terrain, but there are vast differences in the types of encounters.

Sample Wilderness Encounter Tables are provided in this tome, in Appendix L on pages 236-238. Aquatic Encounter Tables are provided on pages 229-230. The frequency of outdoor and aquatic encounters varies greatly, depending upon the terrain type and population density of the area. See the Frequency of Encounter Checks section on page 41 for more information.

Urban Encounter Tables

In addition to tables for dungeons and wilderness areas, the DM can create others for any type of special situation he creates. The most common of these are encounter tables for towns and cities. These are not properly wilderness and certainly aren't dungeons. The players shouldn't expect to meet bands of ravening beasts intent on death and destruction (unless it's a very peculiar city!).

Town and city encounters will be with people, mostly player character races, of different social classes and occupations. Guardsmen, merchants, beggars, urchins, teamsters, and craftsmen plying their trade are all likely encounters for a city.

A single encounter table will do for most small villages and towns. Such places have a great deal in common, although the DM can certainly create distinctions between villages on the coast and those well inland.

Cities, however, tend to have unique characters. Just as Los Angeles is different from New York or Paris from Marseilles, different cities in a fantasy world should feel different to the characters. Each major city should have a unique encounter table to reflect these differences.

Indeed, even within a city there may be different encounter tables to reflect the character of the city's districts. The villas on the hillside are no less dangerous than the waterfront, but these dangers take more subtle and insidious forms.

In the end, there is no limit to the degree of subdivision that can be applied to encounter tables. Cities, individual districts, specific complexes within those districts, and buildings within those complexes could all have separate encounter tables. However, they do not need to. The DM should only concern himself with those areas he knows or thinks the players are going to frequent! There is no reason to do pointless work - the DM has enough responsibility already.

Sample Urban Encounter Tables are provided in this tome, in Appendix L on pages 233-235. In general DM's should check for encounters every 30 minutes or as otherwise desired. See the Frequency of Encounter Checks section on page 41 for more information.

Special Encounter Tables

Suppose the DM decides to create tables for the Empire of Orrim. Orrim stretches from the Harr Mountains to the Sea of Faldor. North of it lies the Forest of Bane, a place noted for its evil denizens. Most of the empire is agricultural, but the mountain district is heavily devoted to mining. Several large, under ground complexes have been built.

There are two major cities - Sulidam, the capital, located on the coast, and Coralport, a pirate stronghold on an island offshore. To limit his work, the DM decides to start the characters in a small village of the mining district, close to an abandoned mine (his dungeon).

First, the DM creates the following tables:

- Dungeon levels 1-4 (for the abandoned mine)
- Village encounters
- Black Opal Inn (the residence of the player characters)

After a while, the characters want to go exploring. Now the DM adds some new encounter tables to his collection. These include:

- Settled mountains (for low-level wilderness)
- High mountains (for more dangerous adventures)
- Settled plains (for when the characters travel to the capital)

Working in this manner, the DM gradually creates a complete set of encounter tables. When he is finished, his collection might look like this, in addition to those already mentioned.

- Farmland
- Forest of Bane
- Forest borderlands
- Mountain borderlands
- Settled seacoast
- Shallow ocean
- Waterfront district, Sulidam
- Nobles' district, Sulidam
- Artisan's district, Sulidam
- Slums, Sulidam
- Temple of Martens (a powerful cult of Sulidam)

- Sewers of Sulidam
- Emperor's Palace
- City of Crypts (a cemetery outside Sulidam)
- Dungeon of Theos (under an evil wizard's villa in Sulidam)
- Coralport
- Coralport jungles
- The Harpooned Whale, an inn of Coralport
- Hargast Mine (an opening to the Underdark)

By creating the tables gradually, the campaign world slowly begins to define itself and take shape before players' eyes.



Spicing Up Encounter Tables

There are several things that can be done to make encounter tables both easier and more exciting to use. Some of these are strictly for the convenience of the DM, making the job of running the game easier. Others are different ways to pose exciting challenges for players, keeping everyone from being bored.

The first trick is to include basic monster statistics along with each entry on an encounter table. While this means taking a little longer to set up an encounter table, it also means the DM doesn't have to stop and look up information as often in the middle of the game. A shorthand notation similar to the one given below can be used.

Creature - #APP, HD, HP, AC, Mv, Dmg, Special Attacks/Defenses.

- # APP lists the number of creatures likely to appear. This is given as a die range.
- HD tells how many Hit Dice the creature has.
- HP tells how many Hit Points the creature has.
- AC is the creature's Armor Class.
- MV is the creature's Movement Rate.
- Dmg is the damage caused by a successful hit. If the creature gets more than 1 attack, more than one entry may be needed here.
- Special attacks/defense should remind the DM of any special abilities, magical items, or defenses the creature might possess.

For DMs willing to devote more time to advance preparation, another good trick is to slowly build a collection of file cards describing special encounters. Each card could have a more detailed description of a person, creature, group, or thing on it.

Once the DM has this collection, "Special Encounter" entries can be added to random encounter tables. When a special encounter occurs, the DM chooses a card from his collection and uses the detailed information there to roleplay the encounter. Some possible special encounters include:

- The den or lair of a creature, complete with a small map, short key, tactics, and special treasure. (For example, "The nest of a female wyvern and her brood located in an aerie on the side of a cliff. Woven into the nest are two suits of *chainmail* +1.")
- A detailed description of an NPC, including weapons, magical items, spells (if any), goods, physical appearance, attitudes, companions, and perhaps even a mission or story. (For example, "The friar seeking companionship along a lonely trail is really a bandit leading the party into a trap.")
- A cunning trap describing detailed workings and effects. (For example, "A kobold deadfall meant to gather fresh meat rigged in an old mine corridor.")
- A vignette complete with characters, actions, and motives. (For example, "A near riot breaks out on a city street after a band of Voorish outlanders, squabbling with a merchant, overturn his melon cart.")

The great advantage of these special encounters is that there is no requirement to use them at any given time. The DM can prepare such cards in his spare time and produce them whenever he needs them. Players will become convinced that the DM is a genius, and his game will never be dull.

Random encounters need not be limited to NPCs and monsters. All manner of things can be included, dangerous or just mysterious. Other possibilities for encounter tables include:

- Shrieks in the distances
- Traps
- Changes in the weather
- Rustling of nearby bushes
- Lights in the distance
- Celestial wonders
- Sudden gusts of wind
- The clatter of a rock falling from the ceiling

All of these help build atmosphere. Furthermore, if these are cleverly mixed with real encounters that begin in similar ways, players become attentive and involved. Exploring a dark, dank cave where hideous beasts may live, with only a guttering torch, should be a nervous and scary event. Adding "fake" random encounters will give players some idea of the uncertainty their characters experience. If nothing else, this kind of encounter will give players some respect for the risks their imaginary characters are taking!

Running Encounters

Encounter tables are created before play begins. During a game session, the DM has to take the information he has put into the encounter tables and bring it to life.

To use an encounter table and run an encounter, the DM needs to know several things: How often should he check for encounters? What is encountered? How many creatures are there? How far away are they? Did they surprise, or were they surprised by, the characters? What will the encountered group do? The rules below tell you how to answer these questions.

The DM knows when a planned encounter is to occur, based on the conditions or location he has prepared. The same is not true of random encounters. For these, the DM must make encounter checks.

Frequency of Encounter Checks

How often the DM makes encounter checks depends on the situation. Different types of terrain (or dungeons) may make checks more or less frequent. Furthermore, the type of terrain and population density will affect the chance the characters have a meaningful encounter.

Frequency of Dungeon Encounter Checks: Encounter checks in the dungeon are not affected by terrain (since there isn't really any terrain to consider). Normally, one encounter check is made every hour, with an encounter occurring on a roll of 1 on 1d10.

If the DM deems part of a dungeon particularly dangerous, the number of checks can be increased to once per 10 minutes of exploring. The DM can also increase the chance of an encounter occurring. If the characters engage in an activity that makes excessive noise (hammering spikes or taking part in a loud battle), an encounter check should be made immediately.

Frequency of Urban Encounter Checks: Urban encounter checks are not affected by terrain (since there isn't really any terrain to consider). Normally, one encounter check is made every 30 minutes, with an encounter occurring on a roll of 1 on 1d10.

More populous cities, or bustling urban centers, may call for more frequent encounter checks (no more than once per 10 minutes is recommended).

Frequency of Wilderness Encounter Checks: If the region is not patrolled the chance of an encounter increases by one. In heavily populated areas, the chance of an encounter decreases by one (or by two if the area is heavily patrolled). These modifiers should not be used unless the DM has specially prepared encounter tables to reflect the differences between settled lands and wilderness, however.

The table below lists both the frequency of checks and the chance that an encounter will occur for the most common wilderness situations. If characters are adventuring in other types of terrain, the DM can use a comparable entry from the table or can determine frequency and chance of encounter himself.

- **Encounter Chance:** This lists the chance (on a d10) for an encounter to occur.
- **Time of Day:** If an "x" appears under a listed time of day, an encounter check should be made. This does not ensure an encounter, it only requires the check for one. The chance of having an encounter can be modified by several factors. Foremost of these is population density. The chances of an encounter listed on the following table assume an unpopulated, wilderness area.

Terrain	Encounter Chance	Morning	Midday	Afternoon	Dusk	Night
Plain	1 in 10	x		x		x
Scrub	1 in 10	x		x	x	
Forest	2 in 10	x	x	x	x	x
Desert	1 in 10	x			x	x
Hills	2 in 10		x		x	x
Mountain	3 in 10	x			x	x
Swamp	4 in 10	x	x	x	x	x
Jungle	3 in 10	x	x	x	x	x
Ocean	1 in 10		x			x
Arctic	1 in 10			x	x	

The DM can also choose to modify the chance of an encounter for any other reason he feels is justified. If the characters have been making excessive noise or if the village alarm has been sounded, the DM can increase the chance of an encounter.

Is This Encounter Necessary?

Any time the DM feels his adventure is dragging along or that characters are getting over-confident, he can declare a random encounter. Likewise, if he feels that a random encounter would hurt the adventure, he can ignore one that's called for. Good judgment is far more important than slavish devotion to procedure.

Encounter Size

If the DM decides that yes, this encounter should happen, he determines how many creatures or NPCs appear. There is no quick and easy formula for this. Experience is the best guide. The Monstrous Manual lists a typical encounter size for each monster. Use this as a guideline, especially when you're first starting out as a DM, but don't follow this inflexibly.

When uncertain, use a small encounter. It is far better for a random encounter to be easily defeated by the player characters than it is for the monster to overwhelm them. An easy PC victory gives the DM information and experience (so he'll know to increase the difficulty of the next encounter) without harming the player characters and his campaign. A crushing PC defeat is almost impossible to correct without obvious manipulation once the encounter has begun.

As always, use common sense when determining how big an encounter is. Nature provides some guidelines. Bear these in mind when figuring encounter size. Many predators, especially those that hunt by night, are solitary creatures. A nocturnal fantasy creature might

show up alone, as well. Of the predators that hunt by daylight, some work alone while others cooperate in groups of two or three. One or two will attack the prey from one direction while the others wait for it to be flushed toward them. Such hunters are usually stronger and faster than their prey. Again, fantasy creatures can follow this pattern.

Smaller predators sometimes hunt in packs of 5 to 12, attempting to surround and harry a chosen victim. Herbivorous animals tend to favor herds and the company of others. Omnivores live in smaller groups and often have older members that act as guards. All of these factors can play a part in the size of a given encounter.

Encounter Distance

Once an encounter occurs, it is necessary to know the range at which the creatures might first be noticed. This distance is dependent first on whether or not either group is surprised or, if no surprise occurs, on the type of terrain the encounter occurs in.

In situations where no cover is possible, encounters will occur at the limit of vision unless special circumstances, such as lighting, dictate otherwise.

While it is possible to spot another group at quite a distance, the characters or creatures may not be able to identify them immediately. Encounter distances for different conditions and terrains are listed below:

Situation or Terrain	Base Encounter Distance
Smoke or heavy fog	2d6 x 5 feet
Jungle or dense forest	2d6 x 10 feet
Light forest	3d6 x 10 feet
Scrub, brush or bush	3d12 x 10 feet
Grassland, little cover	3d12 x 20 feet
Nighttime or dungeon	Limit of sight
Both groups surprised	¼ of the base encounter distance

Hiding, Encounter Distance and Surprise: If creatures are trying not to be seen, it's usually harder to spot them, but creatures that are keeping low to avoid being spotted are not able to move quickly. If creatures are moving with stealth, they can only move at ½ their normal Movement Rate.

Perception skill checks may be made to notice hidden creatures at the base encounter distance listed above. Should this fail, and an ambush is not sprung, another check may be made at ½ the base encounter distance listed above.

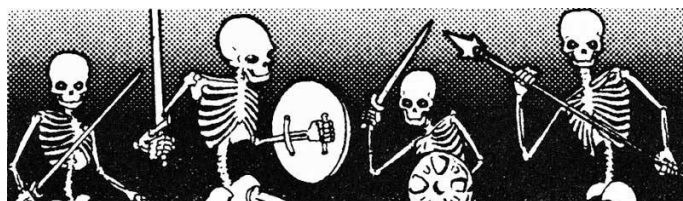
As with all potential surprise encounters, a party can be surprised by opponents who are not attempting an ambush (for example, a party of adventurers turning the corner of a dungeon and stumbling into a band of trolls). In such instances each combatant can make a DC 10 Perception skill check in order to avoid being surprised. Those failing the check are surprised and cannot act during the surprise round. Those who succeed may roll initiative and act during the surprise round. Should both parties completely fail to notice each other it is possible to miss an encounter.

Example: The player characters are traveling through a dense jungle and encounter a band of orcs (at a base encounter distance of 2d6x10 feet, as noted above). If neither party makes their Perception check at this distance, neither is aware of the other.

The player characters and band of orcs would make another Perception check if they closed to ½ of the base encounter distance. Should both parties fail this check as well it is possible that the encounter would be missed (unless the parties cross paths, in which case a surprise check would be made at ¼ of the base encounter distance).

Avoiding Encounters: It is always possible to flee or sneak away from an undesired confrontation if the other party is unaware of your presence or surprised. It is never possible to flee from an encounter where the opponent party is in striking range without drawing parting shots and, possibly, initiating a pursuit. (See Disengage or Run on page 65 and 66) a party can always flee an encounter if it gains the first initiative.

Whether or not the opposing party will follow in pursuit of the fleeing party is up to the DM but should be based upon the relative strengths of both parties and upon the reasons for and against such pursuit.



"Fixing" Encounters

Sometimes, for all the good intentions of the DM, encounters don't work out right. Correcting problems in play can be difficult, but there are times when it's unavoidable. Here are some tricks you can use.

The Encounter Is Too Difficult: The DM has accidentally pitted his player characters against a group of creatures too powerful for them, so much so that the player characters are doomed. To fix things, the DM can have the monsters flee in inexplicable panic; secretly lower their Hit Points; allow the player characters to hit or inflict more damage than they really should; have the monsters miss on attacks when they actually hit; have the creatures make grievous mistakes in strategy (like ignoring the thief moving in to strike from behind).

The Encounter Gave Away Too Much Treasure: Sometimes the DM discovers his random encounters gave away too much treasure. In this case, he can have more monsters of the same or more powerful type appear on the scene (e.g.: The first group stole the treasure and these fellows want it back; or the first was carrying the tribe's treasury to safe-keeping; or the new group has been trailing the first to rob them, and now takes a very dim view of the characters getting all the loot.)

In many ways this is like those westerns where everyone winds up fighting over the gold. In this case, the monsters don't want to annihilate the player characters so much as get the loot and run.

The Encounter Was Too Easy: As long as the treasure the characters earned was not excessive, this is not a problem. The DM can always make things tougher for them in the next encounter.



Encounter Reactions

Once the encounter is set and the DM is ready to roleplay the situation, he needs to know how the NPCs or monsters will react. The creatures should react in the manner the DM thinks is most appropriate to the situation.

If the player characters charge a band of randomly encountered orcs with weapons drawn, the DM can easily say, "They snarl and leap to the defense!" Selection of the reaction based on the situation ensures rational behavior and avoids the illogical results that random die rolls can often give.

However, there are times when the DM doesn't have a clue about what monsters or NPCs will do. This is not a disaster - it's not even all that unusual. When this happens, the DM can randomly determine an encounter reaction by rolling for a result as detailed on page 54 of the Player's Handbook (and repeated below for ease of reference). These reactions may be influenced by the player character's words and actions; permitting players to use social interactions and clever roleplaying to avoid (or purposefully incite) combat or other entanglements.

Social Interaction: Charisma checks may be made to influence others. These checks are Deception, Intimidation, or Persuasion skill checks (see page 61 of the Player's Handbook for more details). While die rolls may be used to resolve such checks, roleplaying on the part of players should always be encouraged. Rewards for skillful or clever roleplaying include bonuses to these skill checks or, preferably, DM-player interactions that negate the need for dice rolls altogether.

Most Persuasion skill checks are modified by the initial attitude of the target towards the speaker and his associates.

Humanoids and giants typically greet all humans and demihuman races with "Hatred," though half-orcs may be met with "Antipathy" or, possibly, a "Neutral" attitude at the DM's discretion. The initial attitude of other races towards the players is based upon the immediate situation and upon the typical interactions between members of that race with humans and demihumans. The initial attitude categories, and their social implications, are:

Attitude	Implications	Possible Actions
Preferred	Takes risks to help you	Protect, back up, heal, aid
Goodwill	Wishes you well	Chat, advise, offer limited help, advocate
Neutral	Doesn't much care	Socially expected interaction
Antipathy	Wishes you ill	Mislead, gossip, avoid, scrutinize, insult and cheat
Hatred	Takes risks to hurt you	Attack, interfere, berate, flee

When making Persuasion checks, the initial attitude of the target modifies their Charisma check as follows:

Initial Attitude	Persuasion Check Modifier
Preferred	+4 bonus to the skill check
Goodwill	+2 bonus to the skill check
Neutral	± 0 to the skill check
Antipathy	-2 penalty to the skill check
Hatred	-4 penalty to the skill check

The Persuasion check result determines the result of the interaction:

Check Result	Encounter Reaction
Less than 10	The target's attitude is worsened by one category. ("Neutral" to Antipathy")
10	The target's attitude is unchanged.
15	The target's attitude is unchanged. The character may make another attempt at Persuasion with a +4 bonus.
20	The target's attitude improves by one category. ("Hatred" to "Antipathy")
25	The target's attitude improves by two categories. ("Hatred" to "Neutral")
30	The target's attitude improves by three categories. ("Hatred" to "Goodwill")

Example: A band of adventurers making their way through a mountain pass comes upon 2 hill giants resting by a mountain stream. Normally the giants would rush to slay the party, as their initial attitude towards the party is one of "Hatred." The group, having spotted the giants first, attempts to approach cautiously and lets the group's charismatic 8th level halfling thief speak on their behalf.

The thief has Proficiency with the Persuasion skill, giving him a +4 Proficiency Bonus to the check. In addition, he has a 16 charisma (+2 modifier) giving him a bonus of +6 to his Persuasion check.

The giants' initial reaction of Hatred imposes a -4 penalty to the Persuasion check, giving the thief a total bonus of +2 to his skill check. The halfling rolls a 16 on a d20 and adds 2 for a total of 18.

The result (18) means that the lucky halfling has managed to hold the giants' attention long enough to make another Persuasion check with a +4 bonus (making his total bonus to the next check +6).

Repeated Charisma Checks: Once a Charisma skill check has been made, further attempts to influence the target of the interaction might be fruitless or run the risk of upsetting or angering the subject creature, potentially shifting its attitude toward hostility. Characters should use their best judgment when considering whether to try their luck with another Charisma skill check.

Example: A party's thief says something that pushes a noble's attitude toward the party from neutrality to antipathy. Another character might be able to diffuse the noble's hostility with clever roleplaying and a successful Persuasion or Performance check.



NON-PLAYER CHARACTERS

Non-Player Character Generation

It is a good idea to have well-developed non-player characters (NPCs) inhabit your game world, especially in the case of henchmen, exceptional followers, recurring villains or rivals of the player characters, and the leaders of villainous organizations.

In order to easily develop these personae, the tables below are offered for consideration. Note that the various facts and traits are given in a sequence which allows the character to develop itself - with judicial help from the DM. The personae of special NPCs should be selected (and embellished) from the tables. Other NPCs can be developed randomly, or by a combination of random and considered selection.

Class, race and alignment should be selected for created NPCs. For random NPCs, the DM can select the class and alignment or generate them randomly, as best suits the particular situation. Race is usually dependent upon the demographics of the local population.

Preferred Class by Race

Race	Typical Classes
Dwarf, gray	Assassin, cleric, fighter
Dwarf, hill	Cleric, fighter, thief
Dwarf, mountain	Cleric, fighter, thief
Elf, drow (female)	Cleric, fighter, thief
Elf, drow (male)	Cleric, fighter, magic-user, thief
Elf, grey	Cleric, fighter, magic-user, thief
Elf, high	Cleric, fighter, magic-user, thief
Elf, sylvan	Druid, fighter, ranger, thief
Elf, wild	Druid, fighter, ranger
Gnome, deep	Cleric, fighter, magic-user, thief
Gnome, surface	Cleric, fighter, magic-user, thief
Half-elf	Bard, cleric, fighter, magic-user, ranger, thief
Halfling	Fighter, thief
Half-ogre	Barbarian, fighter
Half-orc	Assassin, barbarian, cleric, fighter, thief
Human	Cleric, fighter, magic-user, thief

Ability Score Adjustments by Race*

Race	Adjustments
Dwarf (all)	CON +1, CHR -1
Elf, drow (female)	STR -1, INT +1, DEX +1, CON -1, CHR +1
Elf, drow (male)	INT +1, WIS -1, DEX +1, CON -1
Elf, grey	STR -1, INT +1, DEX +1, CON -1
Elf, high	DEX +1, CON -1
Elf, sylvan	DEX +1, CON -1
Elf, wild	DEX +1, CON -1
Gnome, deep	CON +1, CHR -1
Gnome, surface	STR -1, CON +1
Half-elf	None
Halfling	STR -1, DEX +1
Half-ogre	STR +2, INT -1, DEX -1, CON +2, CHR -2
Half-orc	STR +1, CON +1, CHR -2
Human	None

* These adjustments cannot bring ability scores above or below racial maximums.

Ability Score Generation by Class*

Class (Minimum Scores)	Ability Scores
Assassin (INT 13, DEX 13)	2d6+6 INT & DEX, 3d6 in all others
Barbarian (STR 13, CON 13)	2d6+6 STR & CON, 3d6 in all others
Bard (INT 13, WIS 13, CHR 13)	2d6+6 INT & CHR, 3d6 in all others
Cleric (WIS 9)	2d6+6 WIS & CHR, 3d6 in all others
Druid (WIS 13, CHR 13)	2d6+6 WIS & CON, 3d6 in all others
Fighter (STR 9)	2d6+6 STR & CON, 3d6 in all others
Magic-user (INT 9)	2d6+6 INT & DEX, 3d6 in all others
Monk (STR 13, WIS 13, DEX 13)	2d6+6 WIS & DEX, 3d6 in all others
Paladin (STR 13, WIS 13, CHR 13)	2d6+6 STR & CHR, 3d6 in all others
Ranger (STR 13, WIS 13, CON 13)	2d6+6 WIS & DEX, 3d6 in all others
Thief (DEX 9)	2d6+6 INT & DEX, 3d6 in all others

Typical Alignment by Class*

Class	Typical Alignments
Assassin	Chaotic evil, neutral evil
Barbarian	Chaotic neutral, neutral
Bard	Neutral, neutral good
Cleric	Lawful evil, lawful good, lawful neutral
Druid	Chaotic neutral, lawful neutral, neutral
Fighter	Lawful neutral, neutral
Magic-user	Lawful neutral, neutral
Monk	Lawful evil, lawful good, lawful neutral
Paladin	Lawful good
Ranger	Chaotic good, neutral good, neutral
Thief	Chaotic neutral, neutral, neutral evil

* Racial and cultural alignments should influence these.

Roleplaying NPCs

NPCs

Of all the things the DM does - judging combats, interpreting the actions of the player characters, creating adventures, assigning experience - of all the things he can possibly do, nothing is more important to the AD&D game than the creation and handling of non-player characters (NPCs). Without non-player characters, the AD&D game is nothing, an empty limbo. The AD&D game is a roleplaying game, and for the players to roleplay, they must have something or someone to interact with. That's what NPCs are for, to provide the player characters with friends, allies, and villains. Without these, roleplaying would be very dull.

An NPC is any person or monster the player characters must deal with and that the DM has to roleplay. The player characters must deal with a trap, but the DM doesn't roleplay a trap. It's not an NPC. A charging dragon is an NPC - the DM acts out the part of the dragon and the players decide how their characters are going to react to it. There are times when the DM's roleplaying choices are simple (run away or charge), but often the DM's roles are quite challenging.

For convenience, NPC encounters are generally divided into two broad categories: monsters (those living things that aren't player character races) and full NPCs (races the player characters commonly deal with). The range of reactions in a monster encounter is generally less than in a full NPC encounter.

The DM has to think of himself as a master actor, quick-change artist, and impressionist. Each NPC is a different role or part the DM must quickly assume. While this may be difficult at first, practice makes the task much easier. Each DM develops certain stock characters and learns the personalities of frequently used NPCs.

There are many different categories of NPCs, but the most frequently encountered are common, everyday folk. Player characters deal with innkeepers, stablers, blacksmiths, minstrels, watchmen, petty nobles, and others, many of whom can be employed by player characters. These NPCs are grouped together as hirelings.

Human and Demihuman NPCs

The host of merchants, shopkeepers, guardsmen, soldiers, clerics, magic-users, fighters, thieves, assassins, and so on are all yours to play. Again, this is simply a matter of assuming the station and vocation of the NPC and creating characteristics - formally or informally according to the importance of the non-player character. These NPCs will have some alignment, but even that won't be likely to prevent a bit of greed or avariciousness. Dealing with all such NPCs should keep in mind that NPCs, first and foremost, have their own interests and well-being to look after. Consider the following example:

The fighter, Celowin Silvershield, enters a strange town seeking aid from a high level magic-user in order to turn an associate back to flesh (after a most unfortunate encounter with a cockatrice). His inquiries at a tavern meet with vague answers until several rounds of drinks have been purchased, and the proprietor generously tipped. Wending his way from tavern to wizard's tower, Celowin is accosted by a beggar, and he is pestered unendingly until he either pays off or calls for the watch. Paying off will attract a swarm of other beggars. Calling for the watch can be nearly as dangerous, as they could resent a foreigner's refusal to deem a native beggar worthy of a copper or two. Despite such possible misadventures, the fighter finally comes to the tower of Llewellyn

ap-Owen, a wizard of high repute. However, Celowin's knocking is answered by a lesser person, the warlock Tregillish Mul, the wizard's henchman. Mul informs the eager fighter that "Lofly Llewellyn is far too busy to see anyone at this time. Good day!" Unless Celowin is quick in offering some inducement, the warlock will slam the tower door and forget about the intrusion.

Now let us assume that Celowin's bribe was sufficient to convince Tregillish Mul to arrange an appointment with his master, and furthermore that such appointment is actually timely. Now old ap-Owen is rather testy, for he was in the middle of an experiment which is now absolutely ruined, and must be begun all over again, just because this stupid sword-swinging managed to convince Mul-the-Lackwit that something was more important than a wizard's spell research! Well, this fellow Celowin had better have a good reason for interruption, and further, the pay had better be good...

Celowin will have to pay through the nose, in cash and in magic items, to get the magic-user to turn stone to flesh once again. But suppose Celowin has no item which Llewellyn could use? The wizard will take something he cannot use personally, for he undoubtedly has all sorts of henchmen and hirelings who can employ these things, not to mention the possibility of trading or selling. In no event will money ever serve to replace magic items! Furthermore, if no magic is available, then a Geas can be laid to get some!

This example shows how varying roles are played without great difficulty simply by calling upon observation of basic human nature and combining it with the particular game circumstances applicable. Once established, it is quite easy to recall the personae of frequently consulted or encountered NPCs. If such intercourse becomes very frequent, considerable additional development of the character or characters concerned, and their surroundings, will certainly be in order. Thus, in many ways, the campaign builds and grows of its own volition and within its own parameters.

Hirelings, Henchmen and Followers

Notes for playing henchmen, followers and hirelings are provided in the Hireling, Henchmen, and Followers section of these rules, on page 48.

Monsters

Taking the role of some of the monsters - those who happen to be human or humanoid - is not a difficult task for the DM, but sometimes it is hard to get into the personae of particularly nauseating creatures or minions of purity or whatever. Such creatures might well be beyond the realm of experience of the referee, and understandably so. Nonetheless, such monsters must be carefully played by the DM.

Each and every monster must be played as closely to its stated characteristics as is possible. Clever ones should be played with cleverness, stupid ones with stupidity, ferocious ones with ferocity, cowardly ones with cowardice, and so on. In all cases, the DM is absolutely obligated to play the monster in question to the best of his ability according to the characteristics of the monster and the circumstances of the encounter. A magic-using creature will intelligently select the best (or what the creature believes will be the best) spell or magic device for attack/defense. Intelligent monsters will make use of magic items in their treasure hoard! Thinking monsters will tend to flee from encounters which are going badly in order to live and fight another day. There is no reason why monsters cannot learn from encounters, employ flaming oil, set up ambushes, and so forth according to their capabilities and resources.

Types of NPCs

Quick NPCs

Creating a full-blown NPC with a history, unique physical characteristics, personality traits, skills, a morale rating, and so on, is a time-consuming process, something the DM can't do in the middle of a game session. Fortunately, there are quick ways around this problem. By using these, the DM can create NPCs on the spot without slowing down his game sessions.

1. Create only as much of the character as the players are going to see in the game. First and foremost, the DM should never create more than he needs. Running a roleplaying game is a big job and there is no need

to create more work than is necessary.

If an NPC is just an innkeeper or a groom or a smith, the DM doesn't need ability scores, proficiencies, or detailed lists of equipment. All he really needs is a physical description and a personality.

When the player characters run into a hostile fighter, personality is not tremendously important. In this case all that is needed is level, strength, weapons, and Armor Class.

2. Create and use stock characters but don't let them dominate. While it is fine to have every innkeeper and groom and smith different, this creates a lot of work on the DM. Some DMs are quick enough and creative enough actors to do this with no problem; others are not. There is nothing wrong with having a standard or stock shopkeeper or peasant.

If an NPC is minor or unimportant, roleplaying a detailed and intriguing personality can even get in the way of the story! The players may remember that character and perhaps forget more important ones. They may decide this minor character is important to the plot. In a sense, the DM's creation has stolen the scene.

Balancing major and minor characters isn't easy, however. If all the minor NPCs are stock characters, the game will eventually become dull and boring. The players will resign themselves to meeting yet another crotchety, old peasant or greedy and suspicious innkeeper.

3. Create as you go. The DM can start with nothing more than an idea of what he wants an NPC to be like and then ad lib the personality and description during the course of play. This allows to him to create a character that interacts with the imaginations of the players, since the DM reacts to their suggestions and actions.

However, the DM who does this has to be careful to be consistent. This can be hard since he is making it all up on the fly. He should be sure to keep notes of what each NPC does and what he becomes as he develops. This way the NPC can remain the same from game session to game session.

4. Do your homework before and after game sessions. If the DM knows the characters are going to meet a particular NPC, he should at least make some basic notes about that character before the start of the game. These may be only a few scribbles about personality, but it will at least provide a starting point.

After a game session, the DM should add to those notes, expanding them with anything that came up during that session. If these notes are maintained and the NPCs filed so they can be found again, the DM will have less and less work to do each time. With time, important NPCs, stock characters, and improvised encounters will take on unique personalities and backgrounds. This enriches the game for everyone and makes that DM's game just that much better than the next guy's.

Walk-On NPCs

There are several shortcut methods that can be used when roleplaying NPCs who only have brief appearances - the "walk-ons" and "cameos" of a roleplaying adventure.

The DM can choose some particular character trait - cowardice, greed, optimism, precision, or whatever - and exaggerate it, take it to an extreme. This is most effective for creating comical (or frustrating) situations.

Alternately, a particular physical trait - baldness, pot-bellied, bad teeth, wheezy, and more - can be stressed. This helps fix the appearance of the NPC in the players' minds, especially useful if the characters must describe or find the NPC again.

Like physical traits, simple habits - scratches his head, tugs on his beard, stares at the sky when talking, or mumbles - can be used. The DM can actually act out these simple habits at the table, adding a visual element to the roleplaying experience.

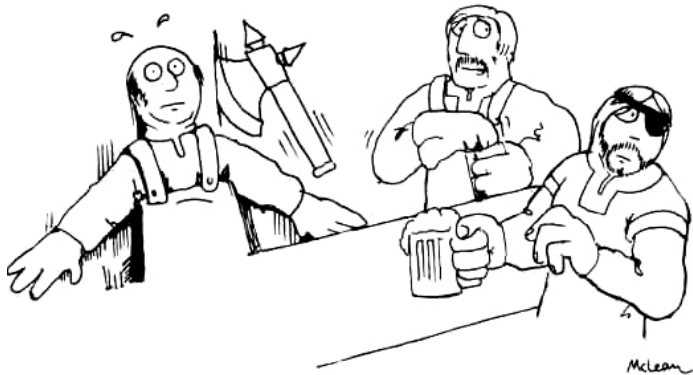
Significant NPCs

For very important NPCs, hirelings, and henchmen, the DM is going to need more than just a single character feature. Saying that a hireling is greedy is not enough. It doesn't make him any different from all the other greedy NPCs the player characters have met.

Perhaps he struggles to control his natural greediness out of loyalty. He may break into cold sweats and become nervous when the player

character accidentally tempts him ("Here, hold my horse while I go see what's making that noise."): Will he remain loyal or will his baser nature get the best of him? The answer to this question should come out through roleplaying.

Enough little questions like this - and enough roleplayed answers - will bring the NPC's true character into focus. And if the DM pays attention to the personality of the NPCs, the players will also learn and study those characters.



"Dave, get the barbarian in the corner another drink, quick!"

NPC Personalities

More than what they can do, how much they cost to hire, or how loyal they are, NPCs live only when they have personalities. Poorly played, an NPC can easily be reduced to nothing more than a collection of numbers, spells, equipment, and automatic reactions - a roleplaying automaton. Vivid NPCs are much more than this. These characters, developed and acted by the DM, are complete. They have quirks, likes, dislikes, habits, ambitions and desires. In one way or another they fire and remain in the imagination of the players.

Some DMs have the naturally ability to create such characters on the spur of the moment, improvising as they go along. This is a rare gift, not possessed by most. However, this doesn't mean any DM can't create good NPCs. All that's required is a little effort.

Creating an NPC Personality

The best way to create a personality is to use whatever seems right and not worry about carefully constructing a background and rationale for the character. The DM has to keep careful notes about each major NPC, adding to him each play session. After several sessions, the NPC may have a complete background and personality, one that has come out little-by-little during play.

Alternatively, the DM can prepare a personality in advance. This simply means he prepares some background notes before he begins to play that character. This is useful for powerful villains and important officials. However, during play, the DM should be flexible enough to change any part of the NPC's background that just doesn't work.

To aid in the process of creating NPCs, the table below lists different types of attitudes, tendencies, and habits. These are organized into general traits, with similar specific traits grouped under each.

The DM can choose a general trait and any associated, specific traits; he can randomly determine the general trait (rolling 1d20) and select specific traits; or he can randomly determine everything (1d20 for a general trait, percentile dice for specific traits).

For example, the DM randomly determines a hireling is careless, selects thoughtless from that sub-group and then rolls for an additional trait, getting cheerful. The end result is somewhat scatter-brained, happy-go-lucky person.

This table is provided to spur the imagination of the DM, although it can be used to create completely random personalities. However, random methods often lead to confusing and seemingly impossible combinations! If a result seems totally impossible or unplayable, don't use it simply because that's how the dice rolls came up. Whenever possible, the DM should decide the personality of the NPC!

Traits

D20 Roll	General Trait	D% Roll	Specific Trait
1	Argumentative	01	Garrulous
		02	Hot-tempered
		03	Overbearing
		04	Articulate
		05	Antagonistic
2	Arrogant	06	Haughty
		07	Elitist
		08	Proud
		09	Rude
		10	Aloof
3	Capricious	11	Mischievous
		12	Impulsive
		13	Lusty
		14	Irreverent
		15	Madcap
4	Careless	16	Thoughtless
		17	Absent-minded
		18	Dreamy
		19	Lacks common sense
		20	Insensitive
5	Courage	21	Brave
		22	Craven
		23	Shy
		24	Fearless
		25	Obsequious
6	Curious	26	Inquisitive
		26	Prying
		28	Intellectual
		29	Perceptive
		30	Keen
7	Exacting	31	Perfectionist
		32	Stern
		33	Harsh
		34	Punctual
		35	Driven
8	Friendly	36	Trusting
		37	Kind-hearted
		38	Forgiving
		39	Easy-going
		40	Compassionate
9	Greed	41	Miserly
		42	Hard-hearted
		43	Covetous
		44	Avaricious
		45	Thrifty
10	Generosity	46	Wastrel
		47	Spendthrift
		48	Extravagant
		49	Kind
		50	Charitable
11	Moody	51	Gloomy
		52	Morose
		53	Compulsive
		54	Irritable
		55	Vengeful
12	Naïve	56	Honest
		57	Truthful
		58	Innocent
		59	Gullible
		60	Unsophisticated
13	Opinionated	61	Bigoted
		62	Biased
		63	Narrow-minded
		64	Blustering
		65	Dogmatic
14	Optimistic	66	Cheerful
		67	Happy
		68	Diplomatic
		69	Pleasant
		70	Foolhardy
15	Pessimistic	71	Fatalistic
		72	Depressing
		73	Cynical

Traits (Continued)

D20 Roll	General Trait	D% Roll	Specific Trait
		74	Sarcastic
		75	Realistic
16	Quiet	76	Laconic
		77	Soft-spoken
		78	Secretive
		79	Retiring
		80	Terse
17	Sober	81	Practical
		82	Level-headed
		83	Dull
		84	Reverent
		85	Ponderous
18	Suspicious	86	Scheming
		87	Paranoid
		88	Cautious
		89	Deceitful
		90	Nervous
19	Uncivilized	91	Uncultured
		92	Boorish
		93	Barbaric
		94	Graceless
		95	Crude
20	Violent	96	Cruel
		97	Sadistic
		98	Immoral
		99	Jealous
		00	Warlike

Other NPC Characteristics

Of course, NPCs are more than just personalities and character traits. Each NPC, like each player character, has abilities and a unique physical appearance. However, considering NPCs come from the entire range of humanity (and some fantasy races, as well!), no tables are given to fill in these details. A few tables simply cannot do justice to the huge variety of an entire game world.

Furthermore, the physical appearance and abilities should be determined by the needs of the story, not random choice. If the player characters are dealing with an innkeeper, the NPC should be an ordinary person, not a powerful member of a character class. Furthermore, he should act, dress and behave like an innkeeper. Therefore, the DM could decide the innkeeper is fat and florid, over-talkative, with no exceptional ability scores.

On the other hand, say the PCs encounter a mysterious stranger, a character of great power. Here, the DM decides the stranger's mere appearance radiates a powerful charismatic appeal. The stranger's charisma score is exceptionally high. To make the NPC even more impressive, the DM assigns him a character class and quite a high level. In both examples above, the DM decided what effect he wanted from the NPC and built the character around that. Every aspect of an NPC is a tool for the DM. Some are quite obvious; others may arise only in special occasions. Listed below are some of the areas a DM can use to create a distinctive character. Some descriptive words have been listed for each area to spur the imagination. A good thesaurus can provide even more adjectives useful for describing characters.

- **Game Information:** Class, level, race, alignment.
- **Height:** Bean-pole, gangly, gigantic, hulking, lanky, looming, runt, short, small, stumpy, tall, tiny, willowy.
- **Weight:** Broad-shouldered, fat, gaunt, obese, plump, pot-bellied, rotund, scarecrow, skinny, slender, slim, statuesque, stout, thin, trim
- **Hair:** Bald, braided, color (any), cropped, curly, frazzled, greasy, grizzled, leonine, limp, salt-and-pepper, sparse, straight, thick, thin, wavy, widow's peaked, wiry.
- **Manner of Speech:** Accented, breathless, crisp, guttural, high-pitched, lisp, loud, nasal, slow, squeaky, stutter, wheezy, winy, whispery.
- **Facial Characteristics:** Bearded, buck-toothed, chiseled, doe-eyed, fine-featured, florid, gap-toothed, goggle-eyed, grizzled, jowled, jug-eared, pock-marked, pug nose, ruddy, scarred, squinty, thin-lipped, toothless, weather-beaten, wrinkled.

Of course, there are thousands of possible NPC aspects that could also be used: skin color, stature, bearing, gait, and eye color are only a few more. Sometimes it is useful for a DM to make a list of all the words he can think of that describe a person. Once such a list is made, the DM can keep that with his game notes, ready to use any time he needs to quickly characterize an NPC.

Apparent Age

Apparent age can be adjusted for race. For example, elves never appear to be older than middle-aged. Apparent age can be manipulated through such means as disguise or magic.

D10 Roll	Appearance	D10 Roll	Appearance
1	Young	6	Mature
2	Youthful	7	Middle aged
3	Youthful	8	Middle aged
4	Mature	9	Old
5	Mature	10	Ancient

Grooming

Grooming is independent of wealth or status, although the rich and powerful often have handmaidens and valets that look to their grooming.

D10 Roll	Grooming	D10 Roll	Grooming
1	Filthy	6	Average
2	Sloppy	7	Average
3	Rough	8	Well-groomed
4	Average	9	Impeccable
5	Average	10	Obsessive

Energy Level

Energy level is basically self-explanatory. Constitution effects a character's energy level. Though hale and hearty individuals can still be slothful or lazy, sickly NPCs will rarely be indefatigable (such driven individuals are likely to do themselves harm through overexertion).

D10 Roll	Energy	D10 Roll	Energy
1	Slothful	6	Normal
2	Lazy	7	Normal
3	Normal	8	Normal
4	Normal	9	Energetic
5	Normal	10	Indefatigable

Hobbies and Interests

Hobbies and Interests describe the pastimes, avocations and hobbies of NPCs. More than one interest is possible for those characters which are not otherwise obsessive or devoted to some vocation or calling.

D20 Roll	Interest	D20 Roll	Interest
1	Religion	11	Politics
2	Collecting	12	Wine and spirits
3	History	13	Foods & preparation
4	Nature	14	Gambling
5	Horticulture	15	Drugs
6	Animals	16	Sex
7	Hunting	17	Music
8	Fishing	18	Theater
9	Handicrafts	19	Art
10	Athletics	20	Philosophy

Collections

Collections simply indicate the field of interest of the collector. Other sorts can be added as desired. In game use, the collector of swords, for example, will be a likely contact for player characters wishing to dispose of such weapons gained as loot during an adventure. NPCs with a taste for oddities will collect all manner of absurd and limited-use objects, such as bird nests, candle snuffers, dolls, ear wax, etc.

D20 roll	Collection	d20 roll	Collection
1	Weapons and armor	11	Sculptures & etchings
2	Games	12	Relics
3	Books and scrolls	13	Tapestries
4	Minerals and gems	14	Pets
5	Ornaments & jewelry	15	Clothing
6	Coins and tokens	16	Shoes
7	Trophies	17	Plants
8	Animal skins	18	Insects (preserved)
9	Pottery and porcelain	19	Crystal and glass
10	Paintings	20	Oddities

HIRELINGS, HENCHMEN, AND FOLLOWERS

This section is taken from Player's Handbook, repeated and expanded upon here for ease of reference.

As players accumulate experience, renown, and wealth, it is common for them to hire on or attract the services of NPCs who will join them in their endeavors. The following section details the 3 types of NPCs that player character may employ, lead, or take on as partners during the course of a campaign: Hirelings, henchmen, and followers.

Hirelings

The most frequently employed NPC is the hireling. A hireling is a person who works for money. Most hirelings have fairly ordinary skills, while others are masters of a craft or art, and a few are experts of specialized adventuring skills. Hirelings are employed for a stated term of service or for the performance of a specific task. Thus, a mercenary typically contracts to serve for one season (90 days or 3 months). A sage works to answer a single question. A blacksmith may indenture himself for a term of years. A sailor works for a single voyage. Quite often these contracts can be renewed without difficulty, but the only thing that binds a hireling to the player character is regular pay and good treatment.

The following lists expand upon the basic hireling options provided in The Player's Handbook.

Common Hirelings

Common hirelings form the vast majority of any population, particularly in an agricultural community. They are farmers, millers, innkeepers, porters, and the like. While some of these professions require special knowledge, they don't, as a rule, require highly specialized training. These are the men and women whose work forms the base upon which civilized life is built.

Common Hirelings	Cost
Barrister (per day)	1 gp
Bath	5 cp
Bearer/porter (per day)	2 sp
Carpenter (per day)	4 sp
Clerk or scribe (per letter)	4 sp
Guide, in city (per day)	4 sp
Laundry (by load)	2 cp
Leatherworker (per day)	4 sp
Limner (per day)	10 sp
Linkboy (per night)	1 sp
Mason (per day)	5 sp
Messenger (per message)	2 sp
Minstrel (per performance)	5 sp
Mourner (per funeral)	4 sp
Pack handler (per day)	3 sp
Tailor (per garment altered)	2 sp
Teamster w/wagon	2sp/mi.
Valet or lackey	4 sp

They are typically engaged for short-term service and are never expected venture into the wilds or otherwise accompany adventurers on their forays into the unknown. The following are examples of common hirelings:

Barrister: A lawyer hired to represent a character and his interests in a court of law or before a judicial body.

Bearer/porter: These individuals are laborers who will carry whatever is directed. Each is able to carry up to 50 pounds individually; double that with a carrying pole or litter or the like.

Carpenter: This occupation assumes most woodworking jobs. A carpenter might be hired to secure a portal, fashion a chest, etc.

Clerk: A scribe who generally handles business accounts.

Laundry: This service involves the cleaning and simple repair of clothing.

Leatherworker: This occupation is principally concerned with the fabrication of leather goods such as back packs, belts, straps, horse tack, etc.

Limner: These individuals do all sign painting, drawing of heraldic devices, etc.

Linkboy: A linkboy is a torch or lantern bearer. They are often youngsters, but mature men also will so serve.

Mason: Any stonework must be done by a mason, and this occupation subsumes plasterers as well.

Messenger: Messengers may be anything from full-time runners in the employ of a local bank or guild to street urchins willing to deliver messages for anyone willing to spare a few coins.

Minstrel: These musicians are found throughout the cities and trade posts of the world, earning coins through their performances.

Pack handler: These individuals are trained at loading, handling, and unloading beasts of burden such as donkeys, mules, etc.

Scribe: A scribe is principally a secretary or copyist. He will be able to record normal things, but never anything of magical nature. Specialists, such as cartographers, charge higher fees for their service.

Tailor: This occupation makes and repairs clothing, bags, shield covers, etc. It also subsumes hatters.

Teamster: Teamsters are basically drivers of carts and wagons. They will also load and unload their vehicles. They are expert animal handlers with respect to draft animals.

Valet/lackey: This occupation subsumes the various forms of body servants and messengers.

Expert Hirelings

Expert hirelings are those whose training is specialized. This group includes craftsmen, sages, spies, assassins, alchemists, animal trainers, mercenaries, and the like. Since not everyone is trained in these skills, few experts are available for hire, and these few earn more than the common hireling. Indeed, truly exotic experts (such as spies) are very rare and extremely expensive.

Expert hirelings, unlike standard hirelings, expect to be hired for long-term service and will usually seek contracts for extended employment (1 month, season, or more). The following are examples of expert hirelings:

Expert Hirelings	Cost
Alchemist (per day, not including materials)	6 gp
Architect	5 gp
Assassin (per assignment)	250+ gp
Blacksmith (per day)	3 gp
Doctor, leech, or bleeding	3 gp
Engineer (per day)	5 gp
Guard (per day)	3 gp
Jeweler (per day)	5 gp
Mercenary soldier (per month)	5+ gp
Mercenary soldier, captain (per month)	10+ gp
Sage (per day)	10 gp
Spy (per assignment)	100+ gp

Alchemist: This profession handles the compounding of magical or alchemical substances, such as naphtha and acid. Alchemists will only be found in cities unless you specifically locate one elsewhere. It will require an offer of fair wages, plus a well-stocked laboratory and the assurance of not less than a full year of employment, to attract one to service.

Architect: This profession deals with above-ground construction and fortification. In order to build any structure more complex than a simple hut or barn, it is necessary to hire one. An architect is paid for whole months of employment, even if the work is completed in less than a whole month. He also collects an additional fee equal to 10% of the total expenditure on the construction. The building site should be selected or approved by an architect to avoid the risk of settling undermining the construction.

Assassins: When a player character hires an assassin (which is not a good or lawful act!), he is taking a chance. There is virtually no way to assure oneself of the reliability and dependability of such a person. Anyone willing to make a business out of murder is not likely to have a high degree of morals of any type. Clearly, this is a case of "let the buyer beware!"

Once a character has hired an assassin, it is up to the DM to determine

the success of the deed. There are no simple tables or formulae to be followed.

Assassination attempts by one player character against another should not be allowed. This type of behavior only leads to bitterness, bickering, and anger among the players. NPC-sponsored assassination attempts against player characters should be used sparingly, and then only as plot motivators, not as punishment or player controls. Any time a player character is targeted, roleplay the encounter fairly - give the PC a chance.

If the intended victim is an NPC, the DM should decide the effect of the assassination on his game. Sometimes, player characters do these things out of spite. At other times the deed may be motivated by simple greed. Neither of these is a particularly good motive to encourage in a campaign.

If the death of the NPC would result in a major reworking of the campaign for no good reason, consider seriously the idea of making the attempt fail. If the death of the NPC would allow the player characters to bypass or breeze through an adventure you have planned, then it's not a good idea. Don't just tell the players, "Oh, that'd be bad for the game so you can't even try to knock that guy off." Work the attempt - and its failure - into the storyline.

If you decide the attempt is legitimate, consider the precautions the intended NPC victim normally takes. These may make the job particularly difficult or easy. Kings, emperors, high priests, and other important officials tend to be very cautious and well-protected.

Magic-users, with wise magical precautions, can be virtually impossible to assassinate! Devise specific NPC precautions before you know the assassin's plans.

Magic-users make use of Magic Mouth, Alarm, Explosive Runes, and other "trap" spells. Clerics often rely on divination-oriented items to foresee the intentions of others. Both could have extra-dimensional or other-planar servants and guards. They may also have precautions to foil common spells such as ESP, Clairvoyance, and Detect Magic.

Kings, princes, and other nobles have the benefit of both magical and clerical protection in addition to a host of possibly fanatically loyal bodyguards. If the victim has advance warning or suspects an attempt, further precautions may be taken, and the job can become even more difficult.

After you have decided (secretly) what precautions are reasonable, have the player describe the plan he thinks would work best. This can be simple or involved, depending on the cunning of the player. This is the plan the assassin, not the player character, will use, therefore the player can presume some resources not available to the player character. However, you must decide if these resources are reasonable and truly exist.

For example, if the player says the assassin has a map of the castle, you must tell him if this is reasonable (and, unless the victim is extremely secretive and paranoid, it is). A plan involving a thousand men or an 18th level assassin is not reasonable. The player character hasn't hired an entire arsenal!

Finally, compare what you know of the precautions to the plan and the success or failure will usually become clear. Ultimately, the DM should not allow assassinations to succeed if he doesn't want them to succeed!

In general, allowing player characters to hire assassins should not be encouraged. Hiring an NPC to kill even a horrible villain defeats the purpose of heroic roleplaying. If the player characters can't accomplish the deed, why should they be allowed to hire NPCs to do the same thing?

Overuse of assassins can often result in bitter feelings and outright feuding - player vs. player or player vs. DM. Neither of these is fun or healthy for a game. Finally, it is a very risky business. Assassins do get caught and generally have no compunctions about confessing who their employer is. Once the target learns this, the player character will have a very dangerous life. Then the player character can discover the joy and excitement of having assassins looking for him!

Blacksmith: This occupation cares for and manufactures items of iron and steel, including armor and shields, as well as weapons. A blacksmith typically has an apprentice that serves him. This apprentice

must be given room and board by their employer but need not be paid for their services.

Assume that an armorer can create or repair approximately 5 gold pieces worth of armor, weapons, or tools each day. Blacksmiths often work in conjunction with a leather worker in the creation of arms and armor. Shields require the services of a carpenter and blacksmith.

There must be a blacksmith in any stronghold, and he and his assistants can care for the needs of up to 50 men or horses. Another smith is required for each additional 160 men or horses or fraction thereof.

Besides the usual duties (horseshoes, nails, hinges, and miscellaneous bits and pieces) a hired smith can turn out simple weaponry: arrow heads, quarrel tips, polearm tips, morning stars, spear heads, flails, maces, axe heads, etc.

Doctor: Physicians, barbers, surgeons, and leechers are all skilled healers who are able to treat the various wounds and maladies afflicting characters.

Engineer (Artillerist): This profession deals with the construction and use of siege artillery: catapults, trebuchets, etc. No such engines can be made or properly used without the services of such an individual. If employment is for short term only, say a few months or less, the rates of pay and costs will be increased from 10% to 50%.

Artillerist engineers supervise siege operations, both inside and outside. Since their skills are specialized and rare, engineers command a high wage. Furthermore, engineers expect rewards for successfully storming castles and towns or for repelling such attacks.

They are responsible for mining castle walls, filling or draining moats, repairing damage, constructing siege engines, and building bridges. All under ground construction or tunneling, as well as siege operations which require mining, counter-mining, siege equipment (picks, rams, sows, towers, etc.), or trenches, ditches, parapets, and so forth, require the professional services of an engineer.

Jeweler: This profession allows the character to have rapid and accurate appraisal of any precious metal, gem material, or piece of jewelry (except those which you, as DM, specifically designate as "heretofore unknown").

In addition, the jeweler can set stones in various things (sword hilts, flagons, or whatever) or fashion jewelry from gem material and precious metals. A simple ring will take a week, a bracelet with sculpting two weeks (with stones set, three); while a crown might require a full year of work. A jeweler who fails their skill check when working with gemstones mars the stone and decreases its value by 1d6x10%.

Mercenary Soldiers: Unlike most experts, soldiers' lives are forfeit if their skills or equipment are below par. Because of this, they should be well-provisioned and prepared for their duties. Unlike other hirelings, soldiers' equipment and provisions must be paid for by those hiring them. In addition, hired soldiers expect to share in any plunder gained during their term of service. Employers who fail to provide proper provisions, do not share the spoils of war, or fail to pay mercenaries in a timely manner, will face the desertion or mutiny of their sell-swords.

Note that most mercenary soldiers are 0-level NPCs. Soldiers of 1st level (typically fighters) are exceptionally trained and cost twice their listed cost or more. Soldiers above 0-level double their price for each level above 0 (x2 for 1st level, x4 for 2nd level, x8 for 3rd level, etc.) As such, a 2nd level mercenary soldier would cost 20 gold pieces per month.

Descriptions of Troop Types: A general description of each troop type is given here. In addition, specific historical examples are also provided. More examples can be found on the internet and in books obtainable at a good wargame shop or at your local library. The more specific you make your soldier descriptions; the more detail and color can be added to a fantasy campaign.

Clearly, though, this is a fantasy game. No mention is made in these rules of the vast numbers of strange and bizarre troops that might guard a castle or appear on a battlefield. It is assumed that all troop types described here are human. Units of dwarves, elves, and more are certainly possible, but they are not readily available as hirelings. The opportunity to employ these types is going to depend on the nature of the campaign and the DM's wishes.

- **Archer:** These troops will be able to operate as light infantry when not employing bows. They can use any typical weapon, for they must be strong and in good health.

This is a footsoldier, typically armed with a shortbow, arrows, short sword, and leather armor. In history, archers were known to operate as light infantry when necessary, but this was far from universal.

Highland Scots carried bows, arrows, two-handed swords, and shields, but no armor. Turkish janissaries were elite troops armed with bow and scimitar, but unarmored. Byzantine psilos carried composite short bows, hand axes, and, if lucky, chain or scale armor. A Venetian stradiot archer (often found on ships) normally had a shortbow, longsword, and banded armor.

- **Archer, Mounted:** Mounted archers are normally light cavalry. They carry shortbows, a longsword or scimitar, and leather armor, although armor up to chain is sometimes worn. Historically, most mounted bowmen came from nomadic tribes or areas of vast plains.

The most famous mounted bowmen were the Mongol horsemen, who commonly armed themselves with composite shortbow, scimitar, mace, axe, and dagger. Some also carried light lances. They wore studded leathers or whatever else they could find and carried shields. Pecheneg horsemen used the composite shortbow, hand axe, lasso, and light lance, and wore scale armor. Russian troops carried the short bow and dagger and wore padded armor.

- **Cavalry, Heavy:** The classic image of the heavy cavalryman is the mounted knight. Such men are typically armed with heavy lance, longsword, and mace. They wear platemail or plate armor. The horse is a heavy warhorse and barded, although the type of barding varies.

Examples include the early Byzantine kataphractus, armed with light lance, longsword, banded armor, and a large shield. They rode heavy warhorses fitted with scale barding. The French Compagnies d'Ordonnance fitted with heavy lance, longsword, mace, and full plate on chain or plate barded horses were classic knights of the late medieval period.

In other lands, the Polish hussar was a dashing sight with his tiger skin cloak fluttering in the charge. He wore platemail armor and rode an unbarded horse but carried an arsenal of weapons - light lance, longsword, scimitar, warhammer, and a brace of pistols (although the latter won't normally appear in an AD&D game).

- **Cavalry, Light:** These are skirmishers whose role in combat is to gallop in quickly, make a sudden attack, and get away before they can be attacked in force. They are also used as scouts and foragers, and to screen advances and retreats. They carry a wide variety of weapons, sometimes including a missile weapon. Their armor is nonexistent or very light - padded leathers and shields. Speed is their main strength. In many ways they are indistinguishable from mounted bowmen and often come from the same groups of people.

The stradiotii of the Italian Wars were unarmored and fought with javelins, saber, and shield. Byzantine trapezitos carried similar weapons but wore padded armor and carried a large shield. Turkish sipahis, noted light cavalrymen, carried a wide variety of weapons, usually a sword, mace, lance, shortbow, and small shield.

- **Cavalry, Medium:** This trooper forms the backbone of most mounted forces - it's cheaper to raise medium cavalry than heavy knights, and the medium cavalryman packs more punch than light cavalry. They normally ride unarmored horses and wear scale, chain, or banded armor. Typical arms include lance, longsword, mace, and large shield.

A good example of medium cavalry was the Normal knight with lance, sword, chainmail, and kite shield. Others include the Burgundian coustillier (brigandine or splint, light lance, longsword, and dagger), Persian cavalry (chainmail, large shield, mace, scimitar, and shortbow), and Lithuanian boyars (scale, light lance, longsword, and large shield).

- **Crossbowmen, Heavy:** These units were rarely used by medieval princes and were normally assigned to garrison and siege duties. Each normally has a heavy crossbow, shortsword, and dagger, and wears chainmail. The service of a shield bearer is often supplied to each man. Venetian heavy crossbowmen frequently served on galleys and wore chain or brigandine armor. Genoese heavy crossbowmen in German service sometimes wore scale armor for even greater protection.

- **Crossbowmen, Light:** These units are favored by some commanders, replacing regular archers in many armies. The crossbow requires less training than the bow, and is easier to handle, making these soldiers cheaper in the long run to maintain. Each man normally has a light crossbow, shortsword, and dagger. Usually they do not wear armor. Light crossbowmen fight hand-to-hand only to save themselves and will fall back or flee from attackers.

Italian crossbowmen commonly wore padded armor and carried a longsword, buckler, and light crossbow. Burgundians wore a light coat of chain and carried no weapons other than their crossbows. Greek crossbowmen carried a variety of weapons including crossbow, sword, and spear or javelin.

- **Crossbowmen, Mounted:** When possible, crossbowmen are given horses, for extra mobility. All use light crossbows, since heavier ones cannot be cocked on horseback. The horse is unbarded, and the rider normally wears little or no armor. As with most light troops, the mounted crossbowman relies on speed to whisk him out of danger. An unusual example of a mounted crossbowman was the German mercenary (platemail, light crossbow, and longsword).

- **Infantry, Heavy:** Depending on the army, heavy infantry either forms its backbone or is nonexistent. These troops are trained to fight in close formation. They do so regardless of the type of armor they are equipped with. Weaponry can be sword and shield, axe and shield, pole arms, etc. They are proficient in the use of all armors and may use siege equipment. Heavy infantry (also known as heavy footmen) wielding polearms are often placed in the center of units, with close-quarter infantrymen placed along the outer edge of the unit.

Examples of heavy infantry include Byzantine skutatoi (scalemail, large shield, spear, and longsword), Norman footmen (chainmail, kite shield, and longsword), Varangian Guardsmen (chainmail, large shield, battle axe, longsword, and shortsword), late German men-at-arms (platemail, battle axe, longsword, and dagger), Flemish pikemen (platemail, longsword, and pike), Italian mercenaries (platemail, longsword, glaive, and dagger), Irish gallowglasses (chainmail, halberd, longsword, and darts), and Polish drabs (chainmail, scimitar, and halberd).

- **Infantry, Irregular:** These are typically wild tribesmen with little or no armor and virtually no discipline. They normally join an army for loot or to protect their homeland. Their weapons vary widely, although most favor some traditional item.

Examples of irregulars include Viking berserkers (no armor, but shield, and battle axe or sword), Scottish Highlanders (often stripped bare with shield and axe, voulge, sword, or spear), Zaporozian cossacks (bare-chested with a bardiche), or a Hussite cepnici (padded or no armor, flail, sling, and scimitar).

- **Infantry, Light:** These soldiers are not best suited to fighting in close formation, but are useful in rough terrain, woods, skirmishes, etc. They are trained in the use of light armor and shields. They typically use spears, hand axes, short swords or polearms in melee.

The bulk of infantry tend to be light infantry (also known as light footmen). Such units are cheap to raise and train. Most come from the lower classes. They are distinguished from irregular infantry by a (barely) greater degree of discipline.

Typical of light infantry were Swiss and German pikemen (no armor, pike, and shortsword), Spanish sword-and-buckler men (leather armor, shortsword, and buckler), Byzantine peltastos (padded armor, large shield, javelins, and sword), even Hindu payaks (no armor, small shield, and scimitar or club).

- **Infantry, Militia:** These are townsfolk and peasants called up to

serve. They normally fall somewhere between irregulars and light infantry in equipment and quality. However, in areas with a long-standing tradition of military service, militiamen can be quite formidable.

Some Italian militias were well-equipped with banded or platemail armor and glaives. The Irish "rising-out" typically had no armor and fought with javelins and longswords. Byzantine militias were well-organized and often worked as archers (shortbow and padded armor) in defense of city walls. The Saxons' fyrd was supposedly composed of the freemen of a district.

- **Longbowmen:** English and Welsh longbowmen represent elite archers. Highly trained and rare, these archers are valuable in battle. They are also hard to recruit and expensive to field. A longbowman typically wears padded or leather armor and carries a longbow with shortsword or dirk.
- **Shieldbearer:** This is a light infantryman whose job is to carry and set up shields for archers and crossbowmen. Historically, these tower shields (or pavises) were even larger than a normal large shield. Some required two men to move. From behind this cover, the bowman or gunner could reload in relative safety. If the position was attacked, the shieldbearer was expected to fight as an infantryman. For this reason, shieldbearers have the same equipment as light infantry.
- **Ship Crew:** Crewmen must be of the sort needed for the vessel and the waters it is to sojourn in. That is, the crew must be sailors, oarsmen, or mates of either fresh water vessels or salt water vessels. Furthermore, they must be either galley-trained or sailing-vessel trained.

Marines are the naval equivalent of heavy infantry but tend to use light armor in melee, due to the hazards of wearing heavier armor while at sea.

Sailors are the naval equivalent of light infantry and use close-quarter weapons and light armor (or no armor) in combat.
- **Slinger:** Slingers may use small shields while attacking with slings and fight as light infantry in melee.

Sage: Sages are a very special case indeed, for they are the encyclopedias, computers, expert opinions, and sort of demi-oracles of the milieu all rolled into one. Even in a quasi-medieval fantasy world, the sum of human knowledge will be so great and so diverse as to make it totally impossible for any one sage to know more than a smattering about many things, a fair understanding of their overall field, and a thorough knowledge of their particular specialty or specialties.

Sages, as a rule, are exceptionally intelligent NPCs who seek mastery in several fields of knowledge. While any sage is capable of carrying on a discussion in any field of knowledge, they have extensive knowledge in their chosen fields of study, particularly in their areas of expertise. The knowledge of any sage character is not entirely contained within his brain. As with any scholar, sages will tend to collect materials which pertain to the fields of study he pursues. A sage who specializes in natural history, for example, might have a root cellar, greenhouse, fungi beds, several acres for growing plants, and various animal and insect specimens caged and/or preserved within their facilities. The following broad fields of study are typical for sages:

Field of Study	Field of Study
Arcana	Legends and folklore
Art and music	Mathematics
Architecture and engineering	Medicine
Astrology and numerology	Metaphysics
Astronomy	Meteorology and climatology
Biology	Natural history
Chemistry	Oceanography
Cryptography	Philosophy and ethics
Demography	Physics
Geography	Politics and genealogy
Geology and mineralogy	Psychology
History	Sociology
Languages	Theology and myth
Laws and customs	Topography and cartography

A sage's ability can be handled in one of two ways. First, since the DM

must answer the question any way, he can simply decide if the sage knows the answer. As usual, the consideration of what is best for the story must be borne in mind.

If the player characters simply can't proceed with the adventure without this answer, then the sage knows the answer. If the answer will reward clever players (for thinking to hire a sage in the first place) and will not destroy the adventure, then the sage may know all or part of the answer. If answering the question will completely unbalance the adventure, the sage doesn't know the answer.

Of course, there are times it is impossible to tell the effect of knowing or not knowing something. In this case, the sage's answer can be determined by the nature of the question and the library of the sage. Questions require general details ("What types of beasts live in the Valley of Terror?"), specific details ("Do medusae live in the Valley of Terror?"), or exacting details ("Does the medusa Erinxys live in the Valley of Terror?"). The precision of the question modifies the chance of receiving an accurate answer. If a question is particularly complex, the DM can divide it into several parts. Thus, a sage may only know part of the information needed. This can be very good for the story, especially if some key piece of information is left out.

Sages need time to find answers, sometimes more time than a player character can afford. Player characters can attempt to rush a sage in his work, but only at the risk of a wrong answer. General questions typically require 1d4 hours to answer, while specific questions require 1d4 days. Exacting questions require 1d4 weeks.

When the sage is unable to answer a question put before them, the DM should create an incorrect answer that will be believable and consistent with what the players already know about the adventure.

The resources required by a sage can be formidable. At the very least, a sage must have access to a library of considerable size to complete his work. He is not a walking encyclopedia, able to spout facts on command. A sage answers questions by having the right resources at hand and knowing how to use them. The size and quality of the sage's library effect his chance of giving a correct answer.

This library can belong to the sage or can be part of an institution. Monasteries and universities typically maintained libraries in medieval times. If a personal library, it must be at least 200 square feet of rare and exotic manuscripts and research materials, generally costing no less than 1,000 gp. If the library is connected with an institution, the sage (or his employer) will be expected to make appropriate payments or tithes for its use.

Any character hiring a sage on a permanent basis must have a stronghold with ample space, facilities and materials for the sage, as noted above, and must convince the sage that such employment will further their aims and allow them to pursue their studies. Once established as a resident sage, the cost for maintaining the sage is half the usual rate.

Spellcaster: It is a certainty that your players will seek outside aid many times during the course of your campaign. At times a particular spell or device able to deliver a magical power will be necessary or very helpful to a party, and so they will seek out a cleric or magic-user to hire for the service. The most common spells sought are various cures and informational spells. The players should know from the outset that there is no free lunch anywhere, and that the performance of any service is going to cost a "reasonable" sum.

Locating a capable NPC is the first step. Not all NPCs advertise their abilities; this is especially true in the case of spellcasters. Bragging that one is the great and powerful wizard Wazoo can be bad for one's health. There is always a young hot-shot who will take the claim as a challenge. (Sort of like the Old West, where there was always someone itching to beat the fastest gun...)

For this reason, spellcasters tend to be mysterious or, at least, quiet about their abilities. Churches, temples, and other holy places tend to be the best places to look since clerics have some obligation to proclaim the powers of their deity openly.

In addition, not every town or village has a spellcaster of sufficient level to cast any spell. In general, you must travel to a small town (or larger settlement) to be reasonably assured of finding a spellcaster capable of casting 1st level spells, a large town for 2nd level spells, a small city for 3rd or 4th level spells, a large city for 5th or 6th level spells, and a metropolis

for 7th or 8th level spells. Even a metropolis isn't guaranteed to have a local spellcaster able to cast 9th level spells.

Assuming the player characters know of a capable spellcaster, there is still the problem of convincing the NPC to cast the desired spell. Often the NPC won't even have the spell ready when the characters need it. After all, it isn't every day a cleric needs to cast a Raise Dead spell. He will need a day just to rest and prepare the desired spell.

The faith of the player characters and the ethos of the NPC's religion may pose an even greater problem than spell availability. It is quite possible for a cleric to refuse to cast a spell to aid an "unbeliever," "heathen," or "heretic." Some may agree, but only at the cost of a donation, service, or conversion. A rare few accept any and all without passing any judgment. In general, it is best to seek the services of a like-minded cleric than to go to a stranger.

For some clerical spellcasters and most nonclerical types, spellcasting is more a matter of finances than philosophies. If the characters find a capable spellcaster, they must be prepared to pay (and pay dearly) for his services. For a desperately needed service, the NPC knows he has the player characters over a barrel and will bargain accordingly.

The base cost for spellcasting services is 25 gp per spell level (for 0-level spells the base cost is 10 gp). This base cost is multiplied by the level of the spellcaster. As such a Cure Light Wounds spell cast by a 1st level cleric would cost 25 gp, while an Elemental Swarm cast by an 18th level druid would cost 4,050 gp (25 gp x 9 for the spell level x 18 for the caster level). The cost given is for a spell with no costly material components and risk to the spellcaster. If the spell includes a costly material component, add the cost of that component to the cost of the spell if that component is expended in the spell's casting (i.e. an Identify spell consumes a 100 gp pearl when cast). Spells that have the potential to harm the caster, such as the Contact other Plane spell, have their cost doubled or trebled.

The table below gives some idea of the minimum costs for different spells. These costs are not set, by any means, and can be raised (but seldom lowered) for a variety of reasons.

Spell Required	Minimum Cost (Including Components)
Astral Spell	4,000 + 100 gp per person
Atonement	6,500 gp*
Augury	200 gp
Bless	50 gp*
Charm Person	500 gp
Clairvoyance	750 gp
Commune	2,500 gp*
Comprehend Languages	50 gp
Contact other Plane	5,000 gp + 1,000 gp per question
Continual Light	500 gp
Control Weather	5,000 gp
Cure Blindness/Deafness	500 gp
Cure Disease	500 gp
Cure Light Wounds	50 gp
Cure Moderate Wounds	100 gp
Cure Serious Wounds	150 gp
Cure Critical Wounds	250 gp
Detection Spells (any)	100 gp
Dispel Magic	100 gp per caster level
Divination	750 gp
Earthquake	5,000 gp*
Enchant an Item	5,000 gp plus other spells
ESP	500 gp
Explosive Runes	1,000 gp
Find the Path	2,000 gp
Fire Trap	1,000 gp
Fools' Gold	250 gp
Gate	5,000 gp*
Glyph of Warding	750 gp
Heal	2,500 gp per point healed
Identify	250 gp per item
Invisible Stalker	5,000 gp
Invisibility	500 gp
Legend Lore	2500 gp
Limited Wish	10,000 gp **
Magic Mouth	300 gp
Mass Charm	5,000 gp
Neutralize Poison	500 gp

Permanency	5,000 gp **
Plane Shift	2,500 + 100 gp per person *
Prayer	500 gp*
Protection from Evil	100 gp
Raise Dead	7,500 gp*
Read Magic	200 gp
Regenerate	20,000 gp
Reincarnation	7,500 gp *
Remove Curse	750 gp
Restoration	750 gp*
Slow Poison	100 gp
Speak with Dead	500 gp
Suggestion	500 gp
Teleport	2,500 + 100 gp per person
Tongues	250 gp
True Seeing	2,500 gp
Wish	25,000 gp **
Wizard lock	250 gp

* This spell is normally cast only for those of similar faith or belief. Even then a payment or service may be required.

** This does not include the material component costs for duplicated spells (or the listed cost to make spells permanent with the Permanency spell). NPC spellcasters will not make spells permanent on creatures because they are unwilling to suffer Constitution loss.

In general, the costs of purchasing a spell are such that it is far better for someone in the party to learn the spell. In general, the mercenary use of NPC spellcasters should be discouraged whenever possible. The player characters are supposed to face challenges on their own!

Furthermore, if a spell has dangerous consequences the spellcaster will certainly require proof that you can and will pay for dealing with any such consequences (that is, assuming that the spellcaster even agrees to cast such a spell, which isn't certain). In the case of spells that transport the caster and characters over a distance, you will likely have to pay for two castings of the spell, even if you aren't returning with the caster.

As a general rule, no hired spellcaster will ever accompany a party on an adventure of any sort. If you want to bring the spellcaster somewhere to cast a spell you need to negotiate with him or her, and the default answer is no. To forestall the charming of spellcasters in order to get them to perform spellcasting or item use services, note that doing so goes against the best interests of the spellcaster and, as such, could break the charm effect.

It is also worth mentioning that NPC spellcasters are NOT going to take continual interruptions too kindly, even if the party so doing is of the same faith and alignment and pays well. At some point the spellcaster will get fed up with it and begin raising rates. The players should not rely upon those outside their group to keep their members viable. They must learn self-reliance or else pay the price one way or another.

Spy: Spying is a profession which is typically reserved for assassin and thief characters. Other types of characters, such as monks or rangers, can be paid to spy but do not have the versatility and relevant expertise of assassins and thieves.

The player character must locate a likely prospect and then employ him in some capacity which is in accord with the prospective spy's ability level. Spies with any degree of professionalism will not accept contracts for jobs they know to be beyond their ability level. Difficult assignments might call for double or triple the spy's usual monthly rate of pay.

A spy actively joins a group in order to betray it. A person who can so glibly betray one group could quite easily betray another, his employer perhaps. While some spies may be nobly motivated, these fellows are few and far between. Furthermore, there is no way to be sure of the trustworthiness of the spy. It is a paradox that the better the spy is, the less he can be trusted. Good spies are master liars and deceivers even less trustworthy than bad spies (who tend to get caught anyway).

In roleplaying, spies create many of the same problems as assassins. First, in allowing player characters to hire spies, the DM is throwing away a perfectly good roleplaying adventure! Having the characters do their own spying can lead to all manner of interesting possibilities.

Even if NPC spies are allowed, there is still the problem of success. Many

variables should be considered: What precautions against spies have been taken? How rare or secret is the information the character is trying to learn? How talented is the NPC spy? How formidable is the NPC being spied upon?

In the end, the rule to use when judging a spy's success is that of dramatic effect. If the spy's information will create an exciting adventure for the player characters without destroying the work the DM has put into the campaign world, it is best for the spy to succeed. If the spy's information will short-circuit a well-prepared adventure or force the DM to rework vast sections of the campaign world, the spy should not succeed. Finally, the spy can appear to succeed while, actually, failing - even if he does return with information, it may not be wholly accurate. It may be slightly off or wildly inaccurate. The final decision about the accuracy of a spy's information should be based on what will make for the best adventure for the player characters.

Other Hirelings

Common and expert hirelings are listed on page 48. This table, organized alphabetically, lists and describes common medieval occupations. Explanations are provided for the more obscure or unusual professions below. This list provides colorful titles and unusual occupations to make your ordinary hirelings more interesting.

Apothecary: A chemist, druggist, or pharmacist
Architect
Armorer
Arrowsmith: A maker of arrowheads
Assassin: A killer for hire
Astrologer: A reader of stars and fates
Baker
Barber: A surgeon, bloodletter, dentist, and haircutter
Barrister: A lawyer or one who pleads the case of another before a noble's court
Beggar
Bellfounder: A caster of bells
Blacksmith
Bloomer: A man who work an iron smelting forge
Bladesmith: A smith who specializes in sword blades
Bookbinder: A maker of books
Bowyer: A maker of bows
Brazier: A smith who works in brass, sometimes a traveling workman
Brewer: A maker of ales, bitters, stouts, and beer
Bricklayer: A laborer who builds walls and buildings
Butcher
Carpenter
Carrier: One who hauls messages or small goods
Carter: A teamster, a hauler of goods
Cartwright: A builder of wagons and carts
Carver: A sculptor in wood
Chandler: A maker of candles
Chapman: A traveling peddler who normally frequents small villages
Churl: A freeman farmer of some wealth
Clerk: A scribe who generally handles business accounts
Clockmaker
Cobbler: A mender of old shoes
Collier: A burner of charcoal for smelting
Coppersmith: A copper worker
Cook
Cooper: A barrelmaker
Cordwainer: A shoemaker
Cutler: A maker of knives and silverware
Dragoman: An official interpreter or guide
Draper: A cloth merchant
Dyer: One who dyes clothing
Embroiderer: A needleworker who decorates fabric with intricate designs of thread
Enameler: A jeweler specializing in enamel work.
Engraver: A jeweler specializing in decorative engraving
Farrier: A maker of horseshoes
Fisherman
Fishmonger: A fish dealer
Fletcher: An arrowmaker
Forester: An official responsible for the lord's woodlands
Fuller: A felt-maker
Furrier: A tailor of fur garments
Gardener

Gem-cutter: A jeweler specializing in gemstones
Gilder: A craftsman of gilt gold and silver
Girdler: A maker of belts and girdles
Glassblower: A maker of items made of glass
Glazier: One who cuts and sets glass
Glover: A maker of gloves
Goldbeater: A maker of gold foil
Goldsmith: A jeweler who works with gold
Grocer: A wholesaler, particularly of everyday items
Groom: A man who tends horses
Haberdasher: A merchant of small notions, thread, and needles
Harpmaker
Hatter: One who makes hats
Herald: A courtier skilled in etiquette and heraldry
Herbalist: A practitioner of herbal cures
Hewer: One who digs coal or other minerals
Horner: A worker of horn
Hosier: A maker of hose and garters
Hosteler: An innkeeper
Interpreter: A translator
Ironmonger: A dealer, not maker, of ironwork
Joiner: A cabinet or furniture-maker
Knife-grinder: A sharpener of knives
Laundress
Laborer
Latoner: A brass-worker
Leech: A nonclerical doctor
Limeburner: A maker of lime for mortar
Limner: A painter
Linkboy: A lantern- or torch-bearer
Locksmith
Lutemaker
Marbler: A cutter and carver of marble
Mason: A worker in building stone, brick, and plaster
Mercer: A cloth dealer
Messenger
Miller: One who operates a grain mill
Miner
Minstrel
Minter: A maker of coins
Nailsmith: A smith specializing in nails
Navigator: One skilled in the arts of direction-finding and navigation
Organmaker
Painter
Parchment-maker
Paviour: A mason specialized in paving streets
Pewterer: One who works pewter
Plasterer: A specialist in plastering
Ploughman: A worker of the field
Porter: A hauler of goods
Potter: A maker of metal or, alternatively, clay pots
Poulterer: A dealer of chickens or other forms of poultry
Purse-maker
Quarrier: One who digs and cuts stone
Saddler: A maker of saddles
Sage: A scholar
Sailor
Saucemaker: A cook who specializes in preparing sauces
Scribe: A secretary or one who can write
Scrivener: A copyist
Seamstress: One whose occupation is sewing
Shearman: A man who trims the loose wool from the cloth to finish it
Sheather: A maker of scabbards and knife sheaths
Shepherd
Shipwright: A builder of ships and boats
Skinner: A butcher who prepares hides for tanning
Soapmaker
Spurrier: A maker of spurs
Spy
Swineherd: A keeper of pigs
Tailor
Tanner: A leather-maker
Teamster: A hauler of goods by wagon or cart
Tilemaker
Tinker: A traveling craftsman who repairs tin pots and similar items

Tinner: A tin miner

Trapper

Vintner: A maker of wines

Waller: A mason who sets stones and brick for walls

Waterleader: A water hauler

Weaver: One who makes fabric

Wheelwright: One who makes and repairs wheels

Wiredrawer: A maker of wire

Woodturner: A lathe-worker

The list above is by no means complete. Medieval occupations were highly specialized. A man might spend all his life working as a miner of iron and be considered to have a very different occupation from a miner of tin. Research in a local library or online will probably yield more such distinctions and even more occupations.

Maximum Number of Hirelings

Players are not limited in the number of hirelings they may enlist, though it is wise to ensure that hirelings are supervised by the player characters or their trusted advisors, especially when hired in large numbers. Mercenary units, in particular, require captains (higher level soldiers) to maintain discipline among the rank and file.

Experience Points and Treasure

Hirelings are usually 0-level NPCs who do not gain experience points for their efforts on behalf of the player characters. They expect no compensation except for their salary, uniform or clothing, room, board, and enough for the upkeep of their equipment. Players may give hirelings gifts, in order to improve their morale or to reward exceptional service but are not required to share treasure with hirelings unless otherwise noted.

Certain, rare, hirelings may rise in status through exceptional deeds or aptitude to become the henchmen or followers of player characters (see below) or make a place for themselves in the world as NPCs of renown.

Hireling Loyalty and Personality

Hirelings do not serve a player character out of any great loyalty. Thus, there are some things hirelings will not do. Most hirelings do not foolishly risk their lives. There are soldiers willing to take their chances on the field of battle, but even these courageous (or foolish) few do not willingly undertake the greater hazards of adventuring. They man castle walls, guard caravans, collect taxes, and charge the massed foe well enough, but they often refuse to accompany a player character on his journeys into the unknown.

Even a hireling who regularly undertakes dangerous missions (a spy, for example) typically refuses to join player character parties. These hirelings are loners. They contract to do a job and get it done in their own way, without interference from anyone else.

Hirelings are no more loyal than human nature allows. For the most part, if paid and treated well, with opportunities to realize their ambitions, working for a charismatic leader, hirelings can be relied on to do their jobs faithfully. But poor pay, injustice, discrimination, threats, abuse, and humiliation at the hands of their masters make them somewhat less than reliable. A smart leader sees to the comfort and morale of his men before his own concerns. With less savory characters - those hired to perform dark deeds - the player character takes even greater chances, especially given the questionable morals of such characters.

Whatever their personalities, hirelings generally need to make morale checks (explained in the NPC Morale section on page 60) whenever they are faced with a particularly dangerous situation or when offered a bribe or other temptation.

Hirelings are completely under the control of the DM.

Demihuman and Humanoid Hirelings

Demihumans that are well-suited to a particular field, such as dwarven sappers or halfling scouts, demand twice the usual wage.

Humanoid mercenaries may be hired to serve evil characters and will typically serve for 25% less than either human or demihuman mercenaries. Humanoid troops are hired at great risk, requiring strong leadership and stern discipline to prevent in-fighting, desertion, rebellion and descent into utter savagery. Weakness in leadership, or lack of officering, will certainly cause these troops to become unruly and impossible to control, as these evil creatures will expect to loot,

pillage, and rape freely at every chance. They will also expect to kill, and probably eat, captives. Some possible humanoid soldiers are: bugbears, gnolls, goblins, hill giants, hobgoblins, kobolds, lizard men, orcs and trolls. Humanoid mercenaries are considered to have a number of levels equal to their Hit Dice with regards to their rate of pay (see page 49 for more details).



Racial Preferences: In dealing with humanoid troops of differing races, it is important to keep in mind that different races, or different clans of the same race, are often as hostile to each other as they are with humans and demihumans. Lizardmen mercenaries are rarely employed alongside other humanoids, as they are hated by all demihumans and humanoids save kobolds, and even the latter are suspicious of them (just as human troops are). Of the various races of humanoids that are found as mercenary units, many will bully or attack one another as indicated on the following table:

Basic Acceptance of Race

Race	Bug	Gnoll	Gob	Giant	Hob	Kob	Ogre	Orc	Troll
Bugbear	P	N	G	N	A	A	N	A	N
Gnoll	N	P	A	N	N	A	G	N	N
Goblin	G	A	P	N	N	G	H	N	A
Hill giant	G	G	A	P	A	A	G	N	N
Hobgoblin	N	N	N	N	G*	A	A	N	H
Kobold	A	H	G	A	A	P	H	A	N
Ogre	N	N	A	G	A	A	P	N	N
Orc	A	N	N	A	N	A	G	G*	H
Troll	A	N	A	N	H	N	N	A	N

* Hobgoblins and orcs only treat those of their clan or tribe with Goodwill. Those of other clans are greeted with Antipathy or Hatred.

Notes on the Racial Preferences Table:

- P: Indicates some preference and compatibility or even possible friendliness between them with appropriate co-operation.
- G: Indicates that some goodwill exists, and so no hostility and some co-operation is possible
- N: Indicated the races can tolerate each other, and open hostilities are not likely to be evident. Bullying and harassment are likely, as stronger races will seek to assert their dominance over weaker ones. In combat there will be no move to aid them if anything ill befalls.
- A: Indicates antipathy and an active dislike which will break into open hostility if the opportunity presents itself. If leaders or overseers are weak, these creatures will desert. Bullying and harassment are likely.
- H: Indicates a strong hatred for the race in question. This may be kept in check by fear, which will certainly break into open hostilities at the first opportunity, or else the hating humanoids will desert at the first chance if near a strong body of such hated creatures

Henchmen

A henchman is more than just a hireling the player character can boss around, a henchman is a PC's friend, confidante, and ally.

Henchmen are much that hirelings are not. They are adventurers who serve out of loyalty. They are willing to risk their lives for those they respect. They are also hard to find.

One cannot advertise for friends with any great success. They grow and develop from other relationships. A henchman can be found by placing trust in a skilled hireling. Heroic deeds (saving the life of an NPC) can create a strong and instant bond. Love certainly can form this bond.

Gaining Henchman

Loyal henchmen are powerful allies to a player character. Unlike hirelings, they have the nerve and ability to become powerful adventurers. Although they expect their share of treasure, they do not usually join a player character for money. They are attracted to the PC because of his reputation or other qualities he possesses. As such, henchmen do not usually flock to the banner of a neophyte adventurer and it is recommended that players not gain the service of henchmen until they have reached 4th level.

By the same token, there is no set time at which a player character acquires a henchman. Running a player character and a henchman together is more difficult than just a player character alone. Not every player will be ready for this at the same time, so most DMs will carefully consider if and when players get henchmen.

Likewise, there is no set way to acquire a henchman. Since a henchman is a friend, consider those things that bind friends together. Being treated as equals, helping without expecting reward, trust, kindness, sharing secrets, and standing by each other in times of trouble are all parts of it.

When a player character does these things for an NPC, a bond will develop between them. The DM usually allows the player of that character to have more and more control over the NPC, deciding actions, roleplaying reactions, and developing a personality. As a player does this, he begins to think of the NPC almost as another player character. At this point, the DM may rule that the NPC can be treated as a henchman. In the end the player and the DM must trust their own judgment to determine when an NPC becomes a henchman. There is no clear line an NPC must cross to make the transition from hireling to henchman. Instead, it is a slide from one status to the other.

Race, Class, and Level of Potential Henchmen

The race and class of a potential henchman depends upon many factors, including whether the would-be henchman was initially a hireling, the types of NPCs that the players commonly interact with, as well as the nature of NPCs met, befriended, and/or rescued over the course of the campaign. The DM will, likely, introduce numerous potential henchman as the campaign unfolds. Your interactions with these NPCs helps to determine their outlook towards the player characters and their potential to join them as loyal henchmen.

A henchman is always of lower level than the PC. Should he ever equal or surpass the PC's level, the henchman leaves forever; it is time for him to try his luck in the real world. In some ways, the player character is the mentor and the henchman his student. When the student has learned as much as the teacher, it is time for him to go out on his own.

Henchmen Equipment

Henchmen sometimes come into the service of player characters as hirelings and, if this is the case, are equipped by the player character. Regardless of their background, most henchmen will be equipped with little more than the clothes they wear, some travel gear, a handful of coins, and a few tools of their trade.

A prospective henchman guard, for example, will usually have traveling clothes, a backpack, a bedroll, some hard tack and cheese, a waterskin, light armor of some sort, a weapon or two with which to defend themselves, and a few silver pieces in a mouldering pouch.

The wretched state of the majority of prospective henchmen is, in fact, one of the primary motivations for their seeking employment with a renowned adventurer.

Maximum Number of Henchmen

A player character's Charisma determines the maximum number of henchmen he can have. This is a lifetime limit, not just a maximum possible at any given time. In a world where the fallen can be restored to life, it is expected that a man would make this effort for his dearest friends, both player characters and henchmen.

Characters may have up to 4 henchmen. Characters with a Charisma of 13 or higher may have 1 additional henchmen for each point of Charisma modifier they have, while those with a Charisma of 8 or lower apply their negative modifier to the maximum number of henchmen that may serve them. The table below shows the number of maximum number of henchmen that a character can have, based upon his Charisma score.

Charisma Score	Maximum Number of Henchmen
3	1
4-5	2
6-8	3
9-12	4
13-15	5
16-17	6
18	7
19	8
20	9
21	10
22	11
23	12
24	13
25	14

Experience Points and Treasure

As the henchman is played, it is the player's responsibility to keep track of any information about the henchman that isn't kept secret. Not only does this make running the game a small bit easier for the DM, it forces the player to pay attention to his henchman.

Among the things a player should keep track of is a henchman's experience point total. Henchmen, unlike hirelings, earn experience points and may advance in level. While they may advance in level, they do not do so at the same rate as player characters. Henchmen gain a ½ share of experience points.

When determining the XP gained after defeating creatures, divide the total XP gained by two times the number of player characters and henchmen in the adventuring party.

As such if the party has 5 player characters and 1 henchman, divide the experience point total by 12. The henchman gets this many XP, which are subtracted from the total XP gained. The remaining XP total is then divided amongst the player characters.

Example 1: A party of 5 player characters and 1 henchmen defeat 4 bugbears (120 XP each) and their leader (175 XP). The total of 655 XP is divided by 12 (2 x the 6 members of the party). The henchman gets 54 XP (655 divided by 12). 655 XP minus this 54 XP comes to 601 XP. These remaining XP are divided by 5 (the 5 player characters), with each player character receiving 120 XP.

Example 2: A party of 4 player characters and 3 henchmen defeat a vampire (8,000 XP). The total of 8,000 XP is divided by 14 (2 x the 7 members of the party). Each henchman gets 571 XP (8,000 divided by 14). 8,000 XP minus the 1,714 XP awarded to the henchmen comes to 6,286 XP. These remaining XP are divided by 4 (the 4 player characters), with each player character receiving 1,571 XP.

They also expect their fair share of treasure and magical items discovered - more, if they took a significant risk. Although the PCs can work out other deals, their henchmen usually get a ½ share of any treasure the party gains. Sometimes a henchman seeks no pay, only the opportunity to serve alongside the player character. Such uncommon henchmen require only living costs.

When determining the treasure gained, divide the total number of coins found by two times the number of player characters and henchmen in the adventuring party.

For instance, if a party of four player characters and one henchman discovers a chest of silver pieces, divide the number found by 10 (2 x

the 5 members of the party). The henchman gets this many coins, which are subtracted from the total treasure gained. The remaining coins are then divided amongst the player characters.

Example: A party of 4 player characters and 1 henchman find 1000 gp. This total is divided by 10 (2 x the 5 members of the party). The henchman gets 100 gp, which are subtracted from the total gold pieces found. The remaining 900 gp are divided amongst the 4 player characters, who get 225 gp each.

Henchmen expect the same care and attention the player character receives when they are injured or killed. The player character is expected to make an effort to raise or restore slain henchmen. This is not a normal expectation of hirelings or followers. The effort should be honest and true. A player character shouldn't fool himself into thinking no one will notice if he doesn't do his utmost. The player character who returns from an adventure minus his henchman is automatically under a cloud of suspicion, despite his most vehement protests. A player character must take great care to maintain his reputation as a good and loyal lord. Indeed, it is possible for a forsaken henchman to return as a vengeful spirit to wreak havoc on those who abandoned him!

Henchmen Loyalty and Personality

Once the DM decides that an NPC is a henchman, he should provide the player of the henchman's PC ally with enough information to roleplay the henchman adequately. It is hard to run a character properly without such basic information as ability scores, race, or level. Ideally, the player should not have to ask the DM, "Can my henchman do this?"

Moreover, the DM should also include a short description of the henchman in appearance, habits, peculiarities, personality, and background. The last two are particularly important.

The player is responsible for deciding a henchman's actions, provided they are in character for the NPC. This is one of the advantages of the henchman over the hireling. The DM should only step in when the player is abusing or ignoring the personality of the NPC.

Clearly, there are times when the DM can step in and overrule a player decision regarding henchmen. There are things a henchman simply will not do. The relationship is supposed to be that of friendship. Therefore, anything that damages a friendship sours a henchman. The DM should think about those things he would never ask of a friend or have a so-called friend ask of him. If it would ruin one of his own friendships, it will do the same in the game.

For example, henchmen don't give useful magical items to player characters, don't stand by quietly while others take all the credit, don't take the blame for things they didn't do, and don't let themselves be cheated. Anyone who tries to do this sort of thing is clearly not a friend.

Henchmen don't, as a rule, go on adventures without their player character friend unless the purpose of the adventure is to rescue the PC from danger. They don't appreciate being given orders by strangers (or even other player characters), unless their PC friend is also taking orders. Should his friend (the player character) fall, the henchman sees to his needs. He doesn't abandon him and continue on with the other player characters unless this is clearly the only way to aid his friend.

If a PC is not attentive to the wishes and needs of his henchmen, or if he abuses and humiliates them, he can expect the worst. This is the stuff mutinies and rebellions are made of. Should an abusive player character fall at the hands of a once-loyal henchman, he has only himself to blame. Henchmen driven to treachery can be the bane of any player's existence, and the player character must always be aware that henchmen are sometimes not what they seem. Once their loyalty has eroded they can be a means to get at the player character. Throughout history, many a cruel and cunning villain has posed as a true companion, waiting for his chance to strike or spy on his friend.

Whatever their personalities, henchman may have to make morale checks (explained in the NPC Morale section on page 60) when faced with an especially dangerous situation, when ill-treated, offered a substantial bribe, or faced with some other form of temptation.

Followers

Player characters, upon reaching level 9 and doing certain things (such as building a stronghold), will be entitled to attract one or more followers. These followers might be fanatically loyal servants of the same deity (or deities) in the case of clerics, stalwart admirers of fighters, or pupils eager to learn from a master in the case of monks, magic-users, and bards. Followers do not serve for a specific term of contract, remaining with the player character as long as their basic needs are met. Unless otherwise stated, the alignment of these followers should be close to that of the character.

Followers are similar to henchmen, except they're generally low-level NPCs. Because they're relatively weak when compared to the player character that they serve, followers should not be used as adventuring companions, though a clever player can use them as scouts, spies, messengers, errand runners, or guards. The term *retainer* is used to describe elite, higher-level followers who act as aides-de-camp who lead troop followers.

When a player character has attained 9th level in one or more of his character classes, he may work to establish a stronghold, guild, school, or grove. The player character need not seek out followers - they come to him, seeking out positions within his illustrious household.

Followers appear only once, unless stated otherwise. Replacements do not arrive to fill the ranks of the fallen. Massive losses of followers in combat only gives a lord a bad reputation, discouraging others from flocking to his banner.

Some characters attract unique followers such as animals or magical beings. Although termed followers, these creatures are more properly treated as henchmen in terms of loyalty and what they will and will not do. They do not count against the character's limit on henchmen, however, since they are technically followers. Use the following guidelines whenever a high-level character seeks to attract followers:

Experience Points, Treasure, and Obligations

Whenever a player character takes on followers he has committed himself to certain obligations and customs that surround such agreements. A player character is expected to provide adequate meals and boarding. Furthermore, the player is expected to protect and see to the well-being of his or her followers.

Experience points need not be tracked for followers, as the rules for their gaining levels do not call for this amount of record-keeping. Likewise, most followers do not demand wages or salary, but must be fed, provided for, and rewarded as suitable for the conditions.

For those engaged in more dangerous pursuits, however, additional concessions should be granted. Since horses are expensive, player characters should be ready to cover the cost of mounts lost in combat or on campaign. It is unreasonable to expect a troop follower to buy a new mount from his meager savings. Likewise, other items of war craft - weapons and armor - must be replaced by the player character.

All military units and their leaders are equipped when they first join the player character as followers, but the player character must replace all losses. Certainly, all player characters are expected to pay the cost of special transport - securing passage on ships and arranging wagons for baggage. Of the grimmer duties, player characters are expected to pay for a decent (though hardly lavish) interment.

One of the more unusual obligations of a player character is to ransom his men. This is especially true of men lost during a campaign. The greater number of soldiers lost in a battle are not slain but captured. Common practice of the medieval period was to officially ransom these prisoners for well-established prices. A common footman might ransom for 2 gp, a minor priest for 75 gp, a knight's squire for 200 gp, and a king's man for 500 gp. These are paid for by the lord of the prisoner. A player character is expected to do the same.

Of course, the player character can pass much of this cost onto his subjects and the relatives of the prisoner. Thus, men might languish for long periods in the hands of the enemy before their ransom is raised. Furthermore, should a player character ransom a follower, he has every reason to expect loyal service from that man in the future. After all, he has demonstrated his willingness to save that NPC from hardship and death.

In a fantasy world, a player character is also expected to bear the cost of magical spells cast to the benefit of his men. He may arrange to have his men blessed before battle or healed after it. He shouldn't grumble about the expense, because the spells also make good tactical sense. The Bless spell increases the success of his army in the field. Magical cures get his army back on its feet quicker. All these things can make him very successful while also making him popular with his followers.

Roleplaying Followers

Followers, while typically more loyal than henchmen, are played much like hirelings. Whereas henchmen may, with DM permission, be run by the players in the campaign, followers are always run by the DM. Followers always begin their service to the player character with an attitude of Preferred towards that player (see NPC Morale on page 60 for more details).

This starting attitude may be altered if the player-lord does not live up to his obligations as a master or teacher. Just as with any NPC, a follower can turn against his master if his loyalty wanes and is tested.

Assassin Followers

At 9th level, an assassin may attempt to start their own assassins' guild or attempt to take control of a pre-existing guild, of which they must be a member.

A pre-existing guild will typically have a body of guild members which numbers between 7-28 (7d4). If an assassin wrests control of an existing guild from its former master, he must first eliminate its Guildmaster.

Upon change of leadership it is 75% likely that each guild member will leave the guild. Thus, it will be necessary for the new Guildmaster to allow new members into the guild. These new assassins will all be 1st level and gain experience levels independently of their master. The maximum number of new, 1st level, guild members is equal to the level of the assassin (this number is further modified by the assassin's Charisma modifier). These new recruits will arrive gradually over the course of several weeks.

There are, in addition to guild members, both the henchmen companions and hirelings of the former Guildmaster. Henchmen loyal to the former Guildmaster will almost always leave the guild, while hirelings will typically stay on for as long as their terms of service are met.

If an assassin successfully takes control of an established guild, he must pay all remaining guild members 1,000 gold pieces for each of their experience levels in order to assure their loyalty.

Roll on the table below in order to generate each member of a pre-existing assassin's guild:

Race of Follower

D% Roll	Race	D% Roll	Race
01-05	Dwarf	26-30	Halfling
06-10	Elf	31-60	Half-Orc
11-15	Gnome	61-00	Human
16-25	Half-Elf		

Level of Follower

D% Roll	Level	D% Roll	Level
01-15	1	66-75	5
16-30	2	76-85	6
31-45	3	86-95	7
46-65	4	96-00	8

Note that 1st and 2nd level assassins have a 25% chance of being multi-classed, while 3rd and 4th level assassins have a 25% chance of being split-classed (having 2 assassin levels and either 1 or 2 levels in a second class). Roll of the table below to see what other class a multiclassed or split-classed assassin has levels in.

Multiclassed and Split-Classed Assassin Options, by Race

Race	Other Class* (d6)
Dwarf	Cleric (1-2), Fighter (3-6)
Elf	Cleric (1), Fighter (2-3), Magic-user (4-6)
Gnome	Cleric (1-2), Fighter (3-4), Magic-user (5-6)
Half-Elf	Cleric (1), Fighter (2-4), Magic-user (5-6)
Halfling	Cleric (1), Fighter (2-6)
Half-Orc	Cleric (1-3), Fighter (4-6)
Human	Cleric (1), Fighter (2-4), Magic-user (5), Monk (6)

* Or subclass thereof, at the DM's discretion.

An assassin attempting to start a fledgling guild must recruit new members. These new assassins will all be 1st level and gain experience levels independently of their master. The maximum number of "followers" depends upon the size and prosperity of local settlements but is no more than 2d4 plus the level of the assassin (this number is further modified by the assassin's Charisma modifier). These new recruits will arrive gradually over the course of several weeks.

Whether gaining control of an existing guild or establishing a new guild, guild members are loyal only to strength, power, and profit. Guildmembers who rise to a high enough level to challenge their master will do so, threatening both the authority and life of their master.

The headquarters of a guild is always within a large town or big city. It must not be a noticeable fortress or an ostentatious place. It is typically a warehouse or other nondescript structure, with safeguards and traps added. This avoids attention and unwanted notoriety. All expenses of maintaining the guild and its members - excluding the Guildmaster - are assumed to be fully paid for by normal guild activities. Any improvements, changes, the expenses of the leader, and all other special costs must be borne by the Guildmaster Assassin.

The headquarters of a region's most powerful assassin, commonly called the Grandfather of Assassins, can be virtually anywhere and of any form - cavern, castle, monastery, palace, temple, you name it. However, if it is a large and obvious place, the headquarters must be located well away from all communities - such as in the midst of a murky woods, a dismal marsh or fen, a lonely moor, a deserted island, a remote coast, or far into forsaken hills or atop a mountain. This figure acts as overlord to all of the region's Guildmasters and is of no less than 15th level. The Grandfather of Assassins is usually served by 28 guild assassins of 2nd through 8th level and 4d4 1st level followers.

Barbarian Followers

Upon reaching 9th level, a barbarian may summon a barbarian horde. This horde can only be summoned in the native territory of the barbarian from among barbarians of his background.

A barbarian horde can number as many members as its leader's experience-point total divided by 1,000. Thus, a barbarian who has just reached 10th level can gather a 500-member horde, and one who has just reached 12th level can have a 1,000-member horde.

A horde takes a 4d4 days to gather in the barbarian's home territory, and must have a stated purpose, such as "Tear apart the College of Magic in Arcana City brick by brick," "Rescue Princess Madelyn from the Storm Pirates," or "Serve under Goodbar the Cleric in his battle against the infidels." Deviating from the proclaimed purpose by the horde or its leader may cause the horde to disband, at the DM's discretion.

Members of disbanded hordes will return by the quickest and safest route to their homelands. A barbarian horde can only be kept together for as many weeks as the barbarian leader has levels of experience. At the end of this time, the horde is usually disbanded. Exceptions may be made if large amounts of treasure are distributed to the members, if the leader has a high Charisma, if the leader of the horde is a tribal leader as well, or if an unattained goal is in easy reach.

Each of these special circumstances which apply would extend the duration of the horde by 2 weeks at most. A tribal leader who has his horde disband before their purpose is fulfilled will not receive a warm welcome the next time he returns to his homeland.

In addition to the normal, 1st level, barbarians in the horde, the leader of the horde will gain two commanders, each of a level equal to ½ of the barbarian's level. Each commander will have two captains of ½ their level.

Example: Graevulf, a 10th level barbarian with 550,000 experience points could gather a horde of 550 1st level barbarians plus two 5th level commanders and four 2nd level captains.

The horde may include shamans (druid/magic-users), witch doctors (cleric/magic-users), druids, or clerics in place of these commanders and/or captains.

This ability may be used once per year. A commander who repeatedly returns to the service of the same barbarian, and finds the summonses to be consistently profitable, may wind up as a loyal henchman to the barbarian. Members of a barbarian's horde are considered followers for the purposes of morale (see page 60).

Bard Followers

At 9th level a bard can establish a college and gains the services of 1d4 1st level pupils. These students gain experience independently of their master. At 15th level the bard will attract 1d4 additional 1st level students who will also gain levels independently. In the likely event that a student sets off on their own, another student will eventually take their place.

Bards will sometimes attract fighters, thieves, and druids who seek their tutelage. These NPCs will often advance as split-classed bards.

Bardic colleges are sometimes sponsored by a noble patron or druidic enclave as a sign of appreciation, beneficence or amity. Colleges with a patron have their construction costs halved.

Should the bard establish a stronghold, he also attracts warriors as followers upon reaching 9th level. The bard attracts 10d6 0-level soldiers into his service. They arrive over a period of several weeks. Of course, a bard can build a stronghold any time, but no followers arrive until he reaches 9th level.

Cleric Followers

The cleric has the option of constructing a church-sanctioned place of worship at 9th level. This must contain a large temple, cathedral, or church of not less than 2,500 square feet. It can be a castle, a monastery, an abbey, or the like. Obviously, the site must contain all the trappings of a place of worship and must be dedicated to the service of the cleric's cause. However, the construction cost of the stronghold is half the normal price, since the work has official sanction and much of the labor is donated.

The cleric can build a place of worship prior to 9th level but does not attract believers until reaching 9th level. Furthermore, a cleric erecting a place of worship before reaching 9th level does so without his church's sanction and, as such, does not receive the financial benefits described above.

Upon reaching 9th level, the cleric automatically attracts a fanatically loyal group of believers, provided the character has established a place of worship of sufficient size.

These faithful commoners are fanatically loyal and serve without pay so long as the cleric does not change deities and/or alignment. These followers number between 20 and 200 (2d10 x 10).

In addition to these faithful commoners, the cleric will attract the services of men-at-arms (soldiers). To determine the composition of the troops, roll the quantities for each troop type, as shown on the following table. All are 0-level soldiers.

#	Soldier Type
2d4	Heavy cavalry*, platemail & shield, lance, broadsword, & horseman's mace
3d4	Medium cavalry*, chainmail & shield, lance, flail & short sword
5d6	Light cavalry*, studded leather & shield, light crossbow & pick
5d4	Heavy infantry, splint mail, battle axe & long sword
5d6	Heavy infantry, chainmail, pole arm** & hand axe
5d6	Heavy infantry, ringmail, heavy crossbow & short sword
10d6	Light infantry, padded armor & shield, spear & club

* Dwarven, gnomish, and halfling cavalry may be replaced with infantry or may ride on suitable mounts, such as ponies, mountain goats, riding dogs, etc.

** Select type or types randomly or assign whichever you desire

In addition to these faithful troops, the cleric will attract the services of a chaplain, a retainer of 3rd through 6th level. Roll on the table below to determine the level and equipment of the chaplain:

D% Roll	Retainer
01-40	3 rd level cleric, chainmail & shield; +2 <i>footman's mace</i>
41-75	4 th level cleric, platemail & shield; +1 <i>horseman's flail</i>
76-95	5 th level cleric, +1 <i>platemail & shield</i> ; +2 <i>footman's flail</i>
96-00	6 th level cleric, +1 <i>platemail & +1 shield</i> ; +2 <i>footman's mace</i> ; <i>pearl of wisdom</i>

After the initial followers assemble, no new followers trickle in to fill the ranks of those who have fallen in service. The character can hire other troops as needed, but these are not as loyal as his followers.

Druid Followers

Druids do not build strongholds, employ mercenaries, or hire civilian employees. Local rulers ignore the presence of druids, pretending they don't exist, and druids normally confine their demonstrations of authority to people who abuse and wantonly destroy the forests protected by the druid.

All druids prefer to live in scared groves; dwelling in sod, log, or stone buildings of smallish size. Upon reaching 9th levels, the druid will generally inhabit building complexes set in woodlands and similar natural surroundings. Upon establishing this grove, the druid will attract three 1st level druid neophytes to serve him.

As the druid gains levels these attendants will progress in level as well, gaining one level for each level that their druidic mentor acquires. At 15th level, when the three attendants have reached 7th level, the master druid acquires three more 1st level druid underlings who, in turn, gain levels as their master does. At 20th level three more attendants come to serve the druid. By 20th level the druid should be served by three 12th level druids, three 6th level druids, and three 1st level druid.

Fighter Followers

When a fighter attains 9th level, he can automatically attract men-at-arms. These soldiers, having heard of the fighter, come for the chance to gain fame, adventure, and wealth. They are loyal as long as they are well-treated and successful in their military campaigns. Abusive treatment or a disastrous campaign can lead to grumbling, desertion, and possibly mutiny.

To attract the men, the fighter must have a castle or stronghold and sizeable manor lands around it. As he claims and rules this land, soldiers journey to his domain, thereby increasing his power. Furthermore, the fighter can tax and develop these lands, gaining a steady income from them.

Roll once for the retainer, or troop leader, and once for soldiers (0-level troops) on the following table.

D% Roll	Retainer
01-40	5 th level fighter, platemail & shield; +2 battle axe
41-75	6 th level fighter, platemail & +1 shield; +1 spear and +1 dagger
76-95	6 th level fighter, +1 platemail & shield; arms as above. 3 rd level fighter lieutenant, splint mail & shield; crossbow of distance
96-99	7 th level fighter, +1 platemail & +1 shield; +2 sword; rides a heavy warhorse with horseshoes of speed
00	DM's Option

D% Roll	Soldiers
01-50	Company of 20 light cavalry with ringmail & shield, 3 javelins, long sword, hand axe. Company of 100 heavy infantry with scalemail, pole arm* and club.
51-75	Company of 80 heavy infantry: 20 with splint mail, morning star and hand axe, and 60 with leather armor, pike and short sword.
76-90	Company of 60 crossbowmen with chainmail: 40 with heavy crossbow and short sword, and 20 with light crossbow and military fork
91-99	Company of 60 cavalry: 10 with banded mail, shield, lance, bastard sword and shield, 20 with scalemail, lance, longsword, mace and shield, and 30 with studded leather, lance, flail and shield
00	DM's Option (Barbarians, sailors, armed peasants, extra-heavy cavalry, etc.)

* Select type or types randomly or assign whichever you desire.

In addition to regular men-at-arms, the 9th level fighter also attracts an elite bodyguard (his "household guards"). These soldiers have greater loyalty to their lord than do common soldiers. In return, they expect better treatment and more pay than the common soldier receives. As DM, you can select a troop-type that is consistent with the campaign.

D% Roll	Elite Units
01-10	10 mounted knights (1 st level fighters) with plate mail, large shield, lance, broadsword, morning star, and heavy war horse with full barding
11-20	10 elven warriors (1 st level elven fighter/mages) with chain mail, long sword, long bow, dagger
21-30	15 wardens (1 st level rangers) with scale mail, shield, long sword, spear, long bow
31-40	20 berserkers (1 st level barbarians) with leather armor, shield, battle axe, broadsword, dagger
41-65	20 expert archers (1 st level fighters) with studded leather armor, long bows or crossbows
66-99	30 infantry (1 st level fighters) with plate mail, body shield, spear, short sword
00	DM's Option (pegasi cavalry, eagle riders, demi-human scouts, dwarven sappers, etc.)

You may design other tables that are more appropriate to your campaign. A fighter can hold property, including a castle or stronghold, long before he reaches 9th level. However, it is only when he reaches this level that his name is so widely known that he attracts the loyalty of other warriors.

Magic-User Followers

When a magic-user reaches 9th level, he often sets out to create a stronghold, such as a wizard's tower or hidden retreat, in which to conduct his research and establish a workshop. In most instances the local ruler issues a proclamation stating that his subjects are not to interfere with the magic-user or their holdings. In return for this land grant, the magic-user agrees to aid the local ruler in times of dire need.

It is possible for a magic-user of 9th or higher level to construct a stronghold in unclaimed wilderlands, thus establishing himself as lord of those lands.

Unlike many other characters, magic-users gain no special benefits from building a stronghold. They can own property and receive the normal benefits, such as a monthly income with which to hire mercenaries for protection. However, the reputations of magic-users tend to discourage people from flocking to their doors.

At 9th level the magic-user, regardless of whether they have established a stronghold or not, may gain the services of a 1st level apprentice. Whether or not this is the case has much to do with the renown or infamy of the magic-user, and with the disposition of local lords and commoners towards the magic-user. This student gains experience independently of his master but looks to their master for guidance and wisdom.

Monk Followers

When a monk player character attains the 9th level of experience he may have a monastery or temple constructed. Upon doing so, he attracts 1d4+1 1st level monks as followers. The monk will attract 1d2 additional 1st level monks whenever he gains a level of experience. These students gain experience independently of their master.

Temples exist to spread the scholastic knowledge and discipline of the monk's order; though a temple in a dangerous area may be built like any castle, it behaves like a school, not a ruler's fortress. For these reasons, regional rulers do not normally become involved with monks and their temples.

Monks do not rule lands. A monastery's monks may farm the surrounding lands to support themselves and may keep the region clear of dangerous monsters. They never assert authority over nearby communities, nor are they required to send troops to local rulers.

While followers of a monk are extremely loyal, they leave his service when they attain 5th level. All followers will be of the exact same alignment as the monk player character. If he changes alignment, the current followers will desert, but new ones can still be gained by advancement in level. Note that monk followers require no support, upkeep, or pay of any sort.

Paladin Followers

A paladin does not attract a body of followers upon reaching 9th level or building a castle. However, he can still employ hirelings and attract henchmen, although these must be lawful good in comportment.

Ranger Followers

Rangers can build castles, forts, or strongholds, but do not gain any special followers by doing so.

At 9th level, a ranger attracts 2d6 followers. These followers might be normal humans, but they are often animals or even stranger denizens of the land. The table below can be used to determine each of these, or your DM may assign specific followers.

D% Roll	Follower
01-10	Bear, black
11-20	Bear, brown
21	Brownie*
22-23	Cleric (elf)
24-26	Cleric (half-elf)
27-29	Cleric (human)
30-35	Dog/wolf
36-37	Druid (elf)
38-39	Druid (half-elf)
40-42	Druid (human)
43-48	Falcon
49-52	Fighter (elf)
53-54	Fighter (gnome)
55-56	Fighter (half-elf)
57-58	Fighter (halfling)
59-65	Fighter (human)
66	Fighter/mage (elf)*
67-72	Great cat (tiger, lion, etc.) *
73	Hippogriff
74	Pegasus*
75	Pixie*
76-78	Ranger (elf)
79-81	Ranger (half-elf)
82-90	Ranger (human)
91-94	Raven
95	Satyr*
96	Thief (halfling)
97	Thief (human)
98	Treant*
99	Werebear or Weretiger*
00	Other wilderness creature (DM's Option)

* If the ranger already has a follower of this type, ignore this result and roll again.

Of course, your DM can assign particular creatures, either choosing from the list above or from any other source. He can also rule that certain creatures are not found in the region.

These followers arrive over the course of several months. Often, they are encountered during the ranger's adventures (allowing you and your DM a chance to roleplay the initial meeting). While the followers are automatically loyal and friendly toward the ranger, their future behavior depends on the ranger's treatment of them. In all cases, the ranger does not gain any special method of communicating with his followers. He must either have some way of speaking to them or they simply mutely accompany him on his journeys. ("Yeah, this bear's been with me for years. Don't know why - he just seems to follow me around. I don't own him and can't tell him to do anything he don't want to do," said the grizzled old woodsman sitting outside the tavern.)

Of course, the ranger is not obligated to take on followers. If he prefers to remain independent, he can release his followers at any time. They reluctantly depart but stand ready to answer any call for aid he might put out at a later time.

Thief Followers

Thieves do not build castles or fortresses in the usual sense. Instead, they favor small, fortified dwellings, especially if the true purpose of the buildings can easily be disguised. A thief might, for example, construct a well-protected den in a large city behind the facade of a seedy tavern or old warehouse.

Naturally, the true nature of the place will be a closely guarded secret! Thieves almost always build their strongholds in or near cities, since that is where they ply their trades most lucratively.

This, of course, assumes that the thief is interested in operating a band of thieves out of his stronghold. Not all thieves have larceny in their hearts, however. If a character devoted his life to those aspects of

thieving that focus on scouting, stealth, and the intricacies of locks and traps, he could build an entirely different sort of stronghold - one filled with the unusual and intriguing objects he has collected during his adventurous life. Like any thief's home, it should blend in with its surroundings; after all, an accomplished thief never advertises his whereabouts. It might be a formidable maze of rooms, secret passages, sliding panels, and mysterious paraphernalia from across the world.

Once a thief reaches 9th level, his reputation is such that he can attract followers - either a gang of scoundrels and scalawags or a group of scouts eager to learn from a reputed master. The thief attracts 4d6 of these fellows. They are generally loyal to him, but a wise thief is always suspicious of his comrades. The table below can be used to determine the type and level of followers, or the DM can choose followers appropriate to his campaign. Followers with two or more classes may be either multiclassed or split-classed, at the DM's discretion.

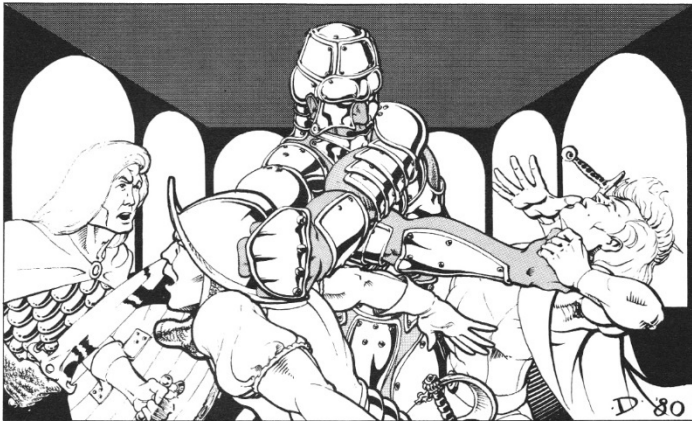
D% Roll	Follower	Level Range
01-03	Dwarf fighter/thief	1-4
04-08	Dwarf thief	1-6
09-13	Elf thief	1-6
14-15	Elf thief/fighter/magic-user	1-3
16-18	Elf thief/mage	1-4
19-24	Gnome thief	1-6
25-27	Gnome thief/fighter	1-4
28-30	Gnome thief/magic-user	1-4
31-35	Half-elf thief	1-6
36-38	Half-elf thief/fighter	1-4
39-41	Half-elf thief/fighter/mage	1-3
42-46	Halfling thief	1-8
47-50	Halfling thief/fighter	1-6
51-53	Half-orc thief	1-6
54-56	Half-orc fighter/thief	1-4
57-98	Human thief	1-8
99	Human fighter/thief	1-6
00	Other (DM selection)	

Thieves tend to be very jealous of their territory. If more than one thief starts a gang in the same area, the result is usually a war. The feud continues until one side or the other is totally eliminated or forced to move its operation elsewhere.



NPC MORALE

All NPCs and creatures have a Morale Rating. This rating comes into play whenever that NPC's or creature's loyalty or courage is in question. Morale Ratings have corresponding Morale Scores that are handled much like an ability score, and typically range from 3-18.



Morale Rating and Morale Score

Morale Ratings correspond to the following Morale Scores:

Morale Rating	Score	Modifier
Wavering	3	-3
Unreliable	4-5	-2
Unsteady	6-8	-1
Average	9-12	±0
Steady	13-15	+1
Elite	16-17	+2
Champion	18	+3
Fanatic	19	+4
Unwavering	20 or greater	+5

Sample Morale Ratings and Scores

The following chart gives examples of Morale Ratings and Scores for creatures and NPCs. These sample ratings and scores can be modified if a creature has an exceptional commander or trainer, is especially devoted to a cause or leader, is being mistreated, etc.

Creature or NPC Type	Morale Rating (Score)
Animal, docile	Wavering (3)
Animal, predator	Unsteady (8)
Animal, combat-trained	Average (12)
Follower, commoner	Average (12)
Follower, 0-level soldier	Steady (15)
Follower, elite unit	Elite (16)
Follower, pupil or devotee	Elite (16)
Follower, retainer	Elite (16)
Henchmen	Elite (16)
Hireling, common	Unsteady (8)
Hireling, guard	Average (12)
Human, 0-level commoner	Unsteady (8)
Human, 0-level militia	Average (10)
Human, 0-level soldier	Average (12)
Human, elite soldier	Steady (13)
Human, mob	Average (9)
Monster, animal-intelligence	Average (12)
Monster, low-intelligence	Average (10)
Monster, non-intelligent	Champion (18)
Monster, semi-intelligent	Average (12)
Undead, ghoul	Steady (13)
Undead, lich	Champion (18)
Undead, mindless	Unwavering (20)

Morale Ratings of Followers, Henchmen, and Hirelings
NPCs in the service of player characters have a base Morale Rating of "Average" and a Morale Score of 10. This is adjusted based on several factors, including an NPC's alignment, outlook towards his or her master, and so on.

Morale Score Modifiers

The following tables provide modifiers to the base Morale Score of 10 for hirelings, henchmen, and followers:

Alignment: Lawfully aligned, as well as good-aligned, NPCs tend to be more loyal towards their employers or masters. Conversely chaotic and/or evil NPCs tend to think about furthering their own aims and goals, often at the expense of others, and make for less loyal servants.

NPC Alignment	Modifier
Lawful	+1
Chaotic	-1
Evil	-1
Good	+1

Furthermore, NPCs tend to be more loyal towards those who share their beliefs and values, as shown on the following table:

Alignment Difference Between NPC and Master	Modifier
Same	+2
Differs by 1 step along either axis	±0
Differs by 2 or more steps along either axis	-2

Attitude: A creature's or NPC's attitude towards their mentor or leader may be altered over time, depending upon how that creature or NPC is treated. Creatures and NPCs that are treated with cruelty or caprice will grow to dislike or hate their masters over time, while those treated with benevolence and/or fairness will become increasingly loyal.

NPC Attitude Towards its Master	Modifier
Preferred	+3
Goodwill	+1
Neutral	±0
Antipathy	-3
Hatred	-5

Type of Service: Hirelings tend to be less loyal than both followers and henchmen, while henchmen and followers, due to their close personal bond with their master, are the most loyal NPC type. Add the applicable modifier from the following table:

Type of Service	Modifier
Henchman or follower	+3
Hireling	±0
Pressed into service	-3



Morale Checks

Sometimes there is just too much going on to keep track of all the motivations and reactions of NPCs. For these times, use the following system to test the morale or loyalty of the creature or NPC. Never use this system for a player character!

Morale checks are made in circumstances where the loyalty or bravery of the creature, hireling, henchman, or follower is tested. The following chart gives some examples of circumstances that warrant morale checks, and possible outcomes of failed checks:

Circumstances	Failure Indicates
Offered bribe	Accepts bribe
Ordered to testify against liege	Agreement
Has a chance to steal goods	Steals

Left alone in possible danger	Desertion
Abandoned	Desertion
Ordered into possible danger	Refusal
Faced by an obviously superior enemy	Desertion
50% of their allies have been slain, incapacitated, captured or have fled	Desertion
Their leader has been slain, captured, incapacitated or has fled	Desertion
Expected to perform tasks that needlessly risk their lives or go beyond their expected duties	Desertion



Morale checks are treated as Saving Throws that are based on the creature's or NPC's Morale Score. NPCs and monsters typically add their Proficiency Bonus (shown below) to Morale Checks, just as they would any other Saving Throw. Non-combatant NPCs do not add this bonus:

$$D20 + \text{Morale Score modifier} + \text{Proficiency Bonus} \geq \text{Morale Check DC}$$

HD or Level	Proficiency Bonus	HD or Level	Proficiency Bonus
0	±0	11	+5
1	+1	12	+6
2	+1	13	+6
3	+1	14	+7
4	+2	15	+7
5	+2	16	+8
6	+3	17	+8
7	+3	18	+9
8	+4	19	+9
9	+4	20	+10
10	+5		

Morale Check DCs

Morale checks take place at the start of the round immediately after any of the circumstances listed below occur, or that the DM finds warrants such a check, have occurred.

The base DC for all morale checks is 10. This DC is modified by each applicable modifier listed below.

Creatures act according to their morale check result on their initiative. Failure indicates that the opponents are routed (if in combat) or turn against their master in an act of self-preservation or outright betrayal.

$$\text{Morale Check DC} = 10 + \text{modifiers}$$

Circumstances	DC Modifier
50% of allied forces (or Hit Points) are lost	+2
Abandoned by allies	+4
Defending home or no means of retreat	-2
Facing hated enemy	-4
Facing an inferior enemy	-2
Facing a superior enemy	+2
Forced to take undue risks	+4
Leader slain or otherwise lost	+4
Outnumber opponents 3 or more to 1	-4
Outnumbered by 3 or more to 1	+4
Unable to affect foes*	+10

* Creatures protected from attack by magic or which require magic weapons to be struck and group does not possess these.

COMBAT

The AD&D game is an adventure game designed to give players a feeling of excitement and danger. Characters brave the unknown perils of moldering dungeons and thorn-covered wilderness, facing hideous monsters and evil villains. Thus, it is important for all players to know the basic rules for handling combat.

To create the proper sense of danger and excitement, the rules for combat must be thorough, but they also must be playable and exciting enough to create a vivid picture in the minds of the players. Combat in the AD&D game has to allow many different actions and outcomes - as many as the imagination can produce. Knowing that anything could happen next, because the rules allow it, creates excitement for everyone.

Since this isn't a combat game, the rules are not ultra-detailed, defining the exact effect of every blow, the subtle differences between obscure weapons, the location of every piece of armor on the body, or the horrifying results of an actual sword fight. Too many rules slow down play (taking away from the real adventure) and restrict imagination. How much fun is it when a character, ready to try an amazing and heroic deed, is told, "You can't do that because it's against the rules." Players should be allowed to try whatever they want - especially if what they want will add to the spirit of adventure and excitement. Just remember that there is a difference between trying and succeeding.

To have the most fun playing the AD&D game, don't rely only on the rules. Like so much in a good roleplaying adventure, combat is a drama, a staged play. The DM is both the playwright and the director, creating a theatrical combat. If a character wants to try wrestling a hill giant to the ground, let him. And a character who tries leaping from a second floor window onto the back of a passing orc is adding to everyone's fun.

The trick to making combat vivid is to be less concerned with the rules than with what is happening at each instant of play. If combat is only "I hit. I miss. I hit again," then something is missing. Combats should be more like, "One orc ducks under the table jabbing at your legs with his sword. The other tries to make a flying tackle but misses and sprawls to the floor in the middle of the party!" This takes description, timing, strategy, humor, and - perhaps most important of all - knowing when to use the rules and when to bend them.

As important as fighting is to the AD&D game, it isn't the be-all and end-all of play. It's just one way for characters to deal with situations. If characters could do nothing but fight, the game would quickly get boring. Every encounter would be the same. Because there is more to the game than fighting, we'll cover much more than simple hack-and-slash combat in this chapter.

In addition to explaining the basic mechanics of hitting and missing, there are rules for combat maneuvers, special ways to attack and defend, rules about poison, advice for handling heroic feats, and more.

Game Terms

Many game terms are used throughout the combat rules. To understand the rules, players must understand these terms, so brief explanations appear below. Further details are provided throughout this chapter.

Armor Class (AC)

Armor Class is the protective rating of a type of armor. In some circumstances, AC is modified by the amount of protection gained or lost because of the character's situation. For instance, crouching behind a boulder improves a character's Armor Class, while being attacked from behind worsens his AC.

Abilities and situations can also affect a character's Armor Class. High Dexterity gives a bonus to Armor Class, for example. But even a character with a Dexterity bonus can have this bonus negated if he is attacked from the rear.

Armor provides protection by reducing the chance that a character is attacked successfully (and suffers damage). Armor does not absorb damage, it prevents it. A fighter in full plate may be a slow-moving target but penetrating his armor to cause any damage is no small task.

Armor Class is measured on a scale from 10, the worst, to a maximum of 30. The higher the number, the more effective the armor. Shields also improve the AC of a character.

Attack Bonus

All classes provide an Attack Bonus that increases as characters advance in level. All creatures have an Attack Bonus equal to the number of Hit Dice they possess (monsters with less than 1 Hit Die gain no Attack Bonus while those with 20 or more Hit Die have an Attack Bonus of 20). The Attack Bonus is combined with modifiers for high or low Strength or Dexterity scores, with magical bonuses, and with circumstantial modifiers when making attack rolls.

Damage

Damage is what happens to a character when an opponent attacks him successfully. Damage can also occur as a result of poison, fire, falling, acid, and anything even remotely dangerous in the real world. Damage from most attacks is measured in Hit Points. Each time a character is hit, he suffers points of damage. It could be as little as 1 point to as many as 80 or more. These points are subtracted from the character's current Hit Point total. When this total reaches 0, the character is unconscious. When it reaches -10, the character is dead. Monsters and NPCs typically die at 0 hit points.

Hit Dice (HD)

Hit Dice rolled to determine a character's Hit Points. Up to a certain level, one or more new Hit Dice are rolled each time a character attains a new class level. A fighter, for example, has only one 10-sided Hit Die (1d10) at 1st level, but when he rises to the 2nd level, the player rolls a second d10, increasing the character's Hit Points.

Hit Points (HP)

Hit Points represent how much damage a character can suffer before being killed, and are determined by Hit Dice. The Hit Points lost to injury can usually be regained by rest or healing. Hit Point damage is determined by the weapon, spell or natural attack statistics and is subtracted from a player's HP total.

Initiative

Initiative determines the order in which things happen in a combat round. Like so many things in the world, initiative is determined by a combination of ability, situation, and chance.

At the start of each round of a battle, an initiative roll is made by each combatant. This d20 roll is modified by the Dexterity modifiers of the combatants and may be modified by magic (such as the Foresight spell). Combatants act in order of initiative, from the highest to lowest initiative total.

Melee Combat

Melee is any situation in which characters are battling each other hand-to-hand, whether with fists, teeth, claws, swords, axes, pikes, or something else. Strength and Dexterity are valuable assets in melee.

Ranged Combat

Ranged (or missile) combat is defined as any time a weapon is shot, thrown, hurled, kicked, or otherwise propelled. Missile and melee combat have the same basic rules, but there are special situations and modifiers that apply only to ranged combat.

Saving Throws

Saving Throws (or saves) are measures of a character's resistance to special types of attacks - poisons, magic, and attacks that affect the body or mind of the character. The ability to make successful Saving Throws improves as the character increases in level.

Surprise

Surprise can happen any time one party unexpectedly encounters another or is completely unaware of them.

The Combat Round

If an encounter escalates into a combat situation, the time scale of the game automatically goes to rounds (also called melee rounds or combat rounds). Rounds are used to measure the actions of characters in combat (or other intensive actions in which time is important).

As stated earlier, a round is 10 seconds long. Six combat rounds equal 1 minute. This is particularly important to remember for spells that last for minutes, rather than rounds. The progression of a typical combat usually follows the following steps:

Combat Step-by-Step

1. Determine surprise. The DM determines whether anyone involved in the combat encounter is surprised.
2. Establish positions. The DM decides where all the characters and creatures are located. Given the adventurers' marching order or their stated positions in the room or other location, the DM figures out where the adversaries are - how far away and in what direction.
3. Roll initiative. Everyone involved in the combat encounter rolls initiative, determining the order of combatants' turns.
4. Take turns. Each participant in the battle takes a turn in initiative order.
5. Begin the next round. When everyone involved in the combat has had a turn, the round ends. Repeat step 4 until the fighting stops.

Surprise

A surprised party is caught unprepared, becoming aware of their opponent a moment before he strikes. In such circumstances the non-surprised combatants have an immediate advantage over the surprised combatants. A group that is aware of another's presence cannot be surprised.

If a party can be surprised by opponents who are not attempting an ambush (for example, a party of adventurers turning the corner of a dungeon and stumbling into a band of trolls), each combatant can make a Perception check in order to avoid being surprised. Those failing a DC 10 Perception check are surprised and cannot act during the surprise round. Those who succeed may roll initiative and act during the surprise round.

When one group is trying to surprise their opponents, the members of the potentially surprised party roll Perception checks opposed by the ambushing party's Stealth check (see Group Skill Checks, PHB 54). Any party member whose Perception check equals or exceeds the ambushing party's Stealth check gets to roll initiative and act during the surprise round.

Surprised combatants lose their Dexterity bonus and shield bonus to Armor Class until they act. Surprised combatants cannot act or move during the surprise round. Thieves may Sneak Attack them for added damage. Assassins have the option of making Killing Strikes against surprised opponents.

Initiative

The initiative roll determines who acts first in combat. Initiative is determined at the start of combat (or during the surprise round for those who may act) and does not change until the combat ends. Those who are surprised do not get to roll initiative until after the surprise round.

Initiative is normally determined with a single roll for each combatant in a conflict. Roll 1d20 for each combatant who is not surprised, with that combatant's Dexterity bonus or penalty applied to the roll. Normally, the DM rolls for the monsters and NPCs while the players roll for their respective player characters. The highest roll wins initiative and actions are then resolved in initiative order, from the highest to lowest initiative.

- **Simultaneous Initiative:** If more than one opponent rolls the same number for initiative, their actions are resolved in Dexterity order, from highest to lowest Dexterity. Those with equal Dexterity scores act simultaneously - all attack rolls, damage, spells, and other actions are completed before any results are applied. With simultaneous actions it is possible for a magic-user to be slain by a goblin that collapses from his Sleep spell.

Combat Turns

A typical combat encounter is a clash between two sides, a flurry of weapon swings, feints, parries, footwork, and spellcasting. The game organizes the chaos of combat into a cycle of rounds. A round represents about 10 seconds in the game world.

During a round, each participant in a battle takes a turn. Turn order is determined at the beginning of a combat encounter, when everyone rolls initiative. Once everyone has taken a turn, the fight continues to the next round if neither side has defeated the other.

- **Combat Movement:** Each combatant can move a distance up to its Movement Rate and take one action on its turn. The combatant can decide whether to move first or take its action first.

- **Combat Actions:** The most common actions a combatant can take are described in the Combat Actions section on page 64-66. Many class features and special abilities provide additional action options. The Combat Movement section that follows gives the rules for movement.

Combatants can forgo moving, taking an action, or doing anything at all on their turn. If a combatant can't decide what to do on its turn, it can take the Dodge or Ready action, as described in the Combat Actions section on pages 64-66.

Combat Movement

In combat, characters and monsters are in constant motion, often using movement and position to gain the upper hand. Each combatant can move a distance up to its Movement Rate on its turn.

Movement can include jumping, climbing, and swimming. These different modes of movement can be combined with walking, or they can constitute a combatant's entire move. However a creature is moving, it deducts the distance of each part of its move from its Movement Rate until it is used up or until it is done moving.

Breaking Up Movement

A combatant can break up its movement on its turn, using some of its movement before and after its action.

Example: If an ogre has a Movement Rate of 45 feet, it can move 10 feet, take its action, and then move 35 feet.

If a combatant takes an action that includes more than one melee or ranged attack, it can break up its movement even further by moving between those attacks.

Example: A fighter who can make two attacks each round with the Extra Attack class feature and who has a Movement Rate of 45 feet could move 30 feet, make an attack, move 15 feet, and then attack again.

Moving on a Grid

If you play out a combat using a square grid and miniatures or other tokens, follow these rules:

- **Squares:** Each square on the grid represents 5 feet.
- **Movement:** Rather than moving foot by foot, move square by square on the grid. This means combatants use their Movement Rate in 5-foot segments. This is particularly easy if you divide the Movement Rate by 5. For example, a Movement Rate of 30 feet translates into a Movement Rate of 6 squares. If you use a grid often, consider writing Movement Rate in squares next to the listed Movement Rate for NPCs, PCs, and creatures.
- **Entering a Square:** To enter a square, a combatant must have at least 1 square of movement left, unless the square is diagonally adjacent to the square it's in. If the square is diagonally adjacent to its square, follow the rules for diagonal movement below.
- **Diagonal Movement:** When measuring distance, the first diagonal counts as 1 square, the second counts as 2 squares, the third counts as 1, the fourth as 2, and so on.

Combatants can't move diagonally past a corner. They can move diagonally past a creature, even an opponent. Combatants can also move diagonally past other impassable obstacles, such as pits.

- **Ranges:** To determine the range on a grid between two things - whether creatures or objects - start counting squares from a square adjacent to one of them and stop counting in the space of the other one. Count by the shortest route.

Moving Around Other Creatures

A combatant can move through a non-hostile creature's space. In contrast, a combatant can move through a hostile creature's space only if the creature is at least two sizes larger or smaller than it is. Moving through another creature's space is considered to be movement through difficult terrain (see below).

Whether a creature is a friend or an enemy, a combatant can't willingly end its move in its space. If a combatant leaves a hostile creature's reach during its move, it provokes an Opportunity Attack, as explained later in the chapter.

Moving Through Difficult Terrain

Combat rarely takes place in bare rooms or on featureless plains. Boulder-strewn caverns, briar-choked forests, treacherous staircases - the setting of a typical fight contains difficult terrain.

Every foot of movement in difficult terrain costs 1 extra foot. This rule is true even if multiple things in a space count as difficult terrain.

Low furniture, rubble, undergrowth, steep stairs, snow, and shallow bogs are examples of difficult terrain. The space occupied by another creature, whether hostile or not, also counts as difficult terrain.

Movement and Falling Prone

Combatants often find themselves lying on the ground, either because they are knocked down or because they throw themselves down. In the game, they are prone, a condition described in the Conditional Attack Roll Modifiers on page 68.

A combatant can drop prone without using any of its Movement Rate. Standing up takes more effort; doing so uses up ½ of its Movement Rate.

Example: If a goblin's Movement Rate is 60 feet, it must spend 30 feet of movement to stand up. It can't stand up if it doesn't have enough movement left or if its Movement Rate is 0.

To move while prone, a combatant must crawl or use magic such as Teleportation. Every foot of movement while crawling costs 1 extra foot. Crawling 1 foot in difficult terrain, therefore, costs 3 feet of movement.

A combatant may make a DC 15 Acrobatics skill check in order to kip up from prone to a standing position. If successful, it need only use 5' of movement to stand from a prone position.

Squeezing Through Tight Spaces

A creature can squeeze through a space that is large enough for a creature one size smaller than it. Thus, a Large creature can squeeze through a passage that's only 5 feet wide (see Size of Creatures below). While squeezing through a space, a creature must spend 1 extra foot for every foot it moves there, and takes a -2 penalty to attack rolls, Armor Class, and Dexterity Saving Throws.

Using Different Movement Rates

If a combatant has more than one Movement Rate, such as a walking Movement Rate and a flying Movement Rate, it can switch back and forth between them during its move. Whenever it switches, subtract the distance it has already moved from the new Movement Rate. The result determines how much farther it can move. If the result is 0 or less, it can't use the new Movement Rate during the current move.

Example: If a creature has a Movement Rate of 60 and a flying Movement Rate of 90 because a magic-user cast the Fly spell on it, it could fly 20 feet, then walk 10 feet, and then leap into the air to fly 60 feet more.

Using Hex Grids

Tactical affairs such as movement are best handled on a grid, but the grid need not be a bunch of squares. This variant replaces the squares with hexagons. (Hex grid paper and mats are available at many hobby stores.)

The primary advantage of this variant is that it eliminates the "every other square counts as 2" rule for diagonal movement (see Moving on a Grid above), because it eliminates diagonal movement. Characters simply move from hex to adjacent hex, changing direction as they like. To determine the distance between two hexagons, just count hexes by the shortest path (in most cases, there will be a number of equally short paths).

Using a hex-based grid changes relatively little about the game, but poses a mapping dilemma for the DM. Most buildings and dungeons are based on 90-degree and 45-degree corners, so superimposing a hex-based grid on a structure leaves the DM with many partial hexagons, not all of which are big enough for a Medium creature. Use this variant only if you're comfortable adjudicating these partial spaces on the fly.

Size of Creatures

Each creature takes up a different amount of space. The Size Categories table shows how much space a creature of a particular size controls in combat. Objects sometimes use the same size categories.

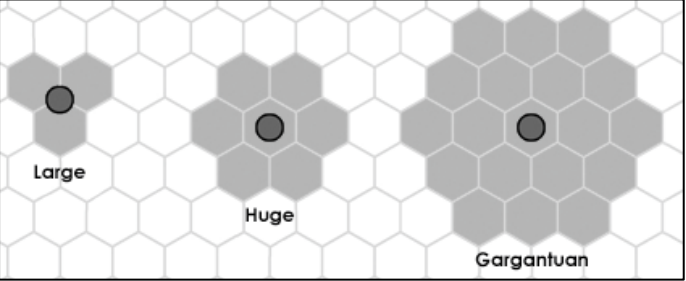
Size Category	Space Controlled
Tiny	2 ½ by 2 ½ feet
Small	5 by 5 feet
Medium	5 by 5 feet
Large	10 by 10 feet
Huge	15 by 15 feet
Gargantuan	20 by 20 feet or more

A creature's space is the area in feet that it effectively controls in combat, not an expression of its physical dimensions. A typical Medium creature isn't 5 feet wide, for example, but it does control a space that wide. If a Medium hobgoblin stands in a 5-foot-wide doorway, other creatures can't get through unless the hobgoblin lets them.

A creature's space also reflects the area it needs to fight effectively. For that reason, there's a limit to the number of creatures that can surround another creature in combat. Assuming Medium combatants, eight creatures can surround their shared target.

Because larger creatures take up more space, fewer of them can surround a creature. If four Large creatures crowd around a Medium or smaller one, there's little room for anyone else. In contrast, as many as twenty Medium creatures can surround a Gargantuan one.

If using Hex Grids (see Using Hex Grids above) rather than squares for mapping and tracking combat, please use the following chart to determine how many hexes a creature controls in combat. Medium-sized creatures occupy and control 1 hex.



Combat Actions

During each round of combat, character may move and take 1 action. Typical actions include making an attack, casting a spell, readying an item, using an item, or making a skill check. Only creatures or characters normally able to make more than one attack per round (typically high-level fighter-types and creatures employing multiple attacks, such as the dreaded claw/claw/bite attack routine) may make additional attacks each round.

Attack

The most common action to take in combat is the Attack action, whether a combatant is swinging a sword, firing an arrow from a bow, using a natural attack, or brawling with fists.

With this action, a combatant makes one melee or ranged attack. See the "Making an Attack" section for the rules that govern attacks. Certain class features or natural abilities, such as the Extra Attack feature of the fighter or the multiple attacks of monsters (such as the dreaded "claw, claw, bite" attack) allow a combatant to make more than one attack with this action.

Cast a Spell

Spellcasters such as magic-users and clerics, as well as many monsters, have access to spells and can use them to great effect in combat. Each spell has a casting time, which specifies whether the caster must use an action, minutes, or even hours to cast the spell.

Casting a spell is, therefore, not necessarily an action. Most spells do have a casting time of 1 action, so a spellcaster often uses his or her action in combat to cast such a spell.

Charge

When taking the Charge action, a combatant may move up to half its Movement Rate and make a single melee attack.

When Charging a combatant must move at least 10 feet in a straight line immediately before making either a melee attack, or either a Push or Trip attempt. When making an Overrun, Push, or Trip attempt (see page 69) it has a +2 bonus to its Strength (Athletics) check. In order to Charge, a combatant must be able to easily traverse the ground it is covering to get to its opponent. An uneven or debris strewn patch of ground could easily prevent a combatant from charging unless it makes an Acrobatics check with a DC determined by you.

Creatures taking the Charge action reduce their Armor Class by 2 until their next action.

Disengage

If a combatant takes the Disengage action, its movement doesn't provoke Opportunity Attacks (see page 66) for the rest of the round.

Dodge

When a combatant takes the Dodge action, it focuses entirely on avoiding attacks. Until the start of its next turn, the combatant has a +4 bonus to Armor Class and to Dexterity Saving Throws. A combatant loses this benefit if incapacitated or cannot otherwise move.

Free Actions

A combatant's turn can include a variety of flourishes that require neither the use of its action nor movement. There are several types of free actions that can be taken:

- **Change Facing:** Defenders may change their facing to better defend themselves as a free action. See Opponents and Facing on page 66 for more details.
- **Control a Mount:** A rider can command their mount to act and move in combat (see pages 72) as a free action.
- **Dismiss a Spell:** Many spells with extended durations are dismissible by their caster. Spells that may be dismissed may be dismissed with a free action, unless the spell's duration requires the caster's concentration. These spells may be dismissed with no action on the caster's part.
- **Interact with an Object:** Combatants can also interact with one object or feature of the environment for free, during either their movement or their action. Examples in interacting with an object include: Drawing or sheathing a sword, opening or closing a door, withdrawing a potion from a backpack, picking up a dropped axe, taking a bauble from a table, removing or putting on a ring, eating a morsel of food, planting a banner in the ground, fishing a few coins a belt pouch, quaffing all the ale in a flagon, throwing a lever or switch, pulling a torch from a sconce, taking a book from a shelf, extinguishing a small flame, donning a mask, listening at a door, kicking a small stone, turning a key in a lock, tapping the floor with a 10-foot pole, or handing an item to another creature.

You might require that a combatant uses an action for any of these activities when it needs special care or when it presents an unusual obstacle. For instance, you could reasonably expect a character to use an action to open a stuck door or turn a crank to lower a drawbridge.

- **Make an Off-Hand Weapon Attack:** Combatants can choose to fight with two weapons, making an off-hand weapon attack as a free action when taking the Attack action (see Two-Weapon Fighting on page 66).
- **Make an Opportunity Attack:** Combatants can make an Opportunity Attack (see page 66) as a free action when one is triggered.
- **Speak:** Combatants can communicate however they are able, through brief utterances and gestures.
- **Use the Battle Frenzy or Wild Shape class feature:** Characters with the Battle Frenzy or Wild Shape class feature may use, or end their use of, either ability as a free action on their turn.

A combatant can take up to 3 free actions per round. Each type of free action listed above can only be taken once per round.

Example: Calevan directs his mount to charge by making a Handle Animal check as a free action. At the same time, he calls out a challenge to his foe (a second free action) while drawing his lance (a third free action).

Example 2: Isolde Heimgard, a dwarven fighter, could open a door as a free action during her move as she strides toward a foe. She could not draw her weapon as a second free action because both free actions involve interacting with an object. Instead, she chooses to taunt her foe as a free action, using her action for the round to draw her battle axe.

Help

A combatant can lend aid to another creature in the completion of a task. When you take the Help action, the creature aided gains a +2 bonus the next ability check it makes to perform a specific task, provided that it makes the check before the aiding creature's next turn.

Alternatively, a combatant can aid an ally in attacking a creature within its reach. The combatant feints, distracts the target, or in some other way teams up to make its ally's attack more effective. This ally gains a +2 bonus to its attack rolls against that target, so long as the target is attacked before the aiding creature's next turn.

Hide

When a combatant takes the Hide action, it makes a Stealth skill check in an attempt to hide (PHB 41). If it succeeds, it is hidden.

When a creature can't see its foe, that foe gains the benefits listed for Unseen Combatants on page 68.

Improvising an Action

A combatant can do things not covered by the actions in this chapter, such as breaking down doors, intimidating enemies, sensing weaknesses in magical defenses, or calling for a parley with a foe. The only limits to the actions attempted are your imagination and the abilities of that creature.

When describing an action not detailed elsewhere in the rules, you determine whether that action is possible and what kind of roll must be made, if any, to determine success or failure.

Ready

A character or creature may hold their action until an opponent is about to act (i.e. a paladin may wait until a foe draws its weapon or a spellcaster may hold off on casting Dispel Magic until their rival begins to cast a spell). In such instances the combatant must declare that it is taking the Ready action on its turn. When taking the Ready action, a combatant must indicate what circumstance will trigger its action and what action it will take in response.

Examples: "If the cultist steps on the trapdoor, I'll pull the lever that opens it," or "If the goblin steps next to me, I move away."

When the trigger occurs, the combatant can either take their action just as the trigger occurs (see Simultaneous Initiative under Initiative on page 63) or can ignore the trigger. The initiative of the combatant that took the Ready action drops to that of the foe who triggered the action.

Characters with Reach weapons, such as polearms, or creatures with greater natural reach, such as giants, may ready an action in order to strike a foe who approaches within their extended reach (and before that foe strikes them). The readied attack interrupts the provoking creature's movement, occurring just as the creature enters its reach.

Polearms and spears with the Set weapon quality may be readied for attacks against charging opponents. If an attack made with a readied and Set weapon strikes a charging foe, the attack deals double damage. This damage bonus only applies when the creature is charging a polearm-equipped defender, and only for the attack made through the Ready action.

When a spellcaster uses the Ready action to cast a spell, the caster casts it as normal but holds its energy, which is released when the trigger occurs. To be readied, a spell must have a casting time of 1 action and holding onto the spell's magic requires concentration.

If the caster's concentration is broken before the Ready action is triggered, the spell dissipates without taking effect.

Example: If Spugnoir is concentrating on the Web spell and takes damage before releasing the Web spell through the Ready action, his concentration might be broken before his readied spell takes effect.

Run

When a combatant takes the Run action, its Movement Rate is tripled for that round. Any increase or decrease to Movement Rate changes this additional movement by the same amount. If a combatant's normal Movement Rate of 45 feet is reduced to 30 feet, for instance, it can move up to 90 feet when taking the Run action.

Creatures taking the Run action reduce their Armor Class by 2 until their next action.

Search

When a combatant takes the Search action, it devotes its attention to finding something. Depending on the nature of the search, the DM might have it make an Intelligence or Wisdom (Perception) check. Some searches require more than the use of 1 action. Examining an object takes anywhere from 1 action to 1 minute, depending upon its size and complexity. Searching a 5' x 5' area takes at least 1 minute.

Use an Object

Combatants normally interact with an object while doing something else, such as when drawing a sword as part of an attack. When an object, such as a wand, requires an action for its use, a combatant can take the Use an Object action. This action is also useful when a combatant wishes to interact with more than 1 object in a given round.

MAKING AN ATTACK

An attack roll represents the attacker's attempt to strike at an opponent on their turn. When a combatant makes an attack roll, it rolls a d20 and add all applicable modifiers (totaling its Attack Bonus, Strength or Dexterity ability modifier, and any other modifiers that apply to its attack roll). If the result equals or exceeds the target's Armor Class, the attack hits and deals damage.

Melee Attacks

Used in hand-to-hand combat, a melee attack allows an attacker to attack a foe within reach. A melee attack typically uses a hand-held weapon such as a sword, a warhammer, or an axe. A typical monster makes a melee attack when it strikes with its claws, horns, teeth, tentacles, or other body part. A few spells also involve making a melee attack. Monsters have an Attack Bonus equal to the number of Hit Dice they have, with a maximum Attack Bonus of +20.

Most creatures have a 5-foot reach and can thus attack targets within 5 feet of them when making a melee attack. Certain creatures (typically those larger than Medium) have melee attacks with a greater reach than 5 feet, as noted on page 64 under Size of Creatures.

When unarmed, a character or NPC can fight in melee by making an unarmed strike that deals 1 point of damage.

Opponents and Facing

When in combat, a defender is often attacked from different directions. A defender may be attacked by up to 8 opponents of the same size, with larger attackers counting as 2 opponents and smaller attackers counting as ½ of an opponent. For the purposes of combat, Small and Medium creatures are considered to be the same size because both occupy and control a 5' square on a battle mat (see Size of Creatures on page 64).

Example: Isolde Heimgard is attacked by a band of 8 orcs and 2 ogres. Dwarves are Medium-sized creatures and, as such, can be attacked by 8 Medium-sized opponents. All 8 orcs could attack her, or 6 orcs and 1 ogre could attack her, or 4 orcs and 2 ogres could attack her.

Most attacks against a defender are made with no special bonus, as the defender can see and defend against such attacks. Defenders may, on their turn, change their facing to better defend themselves as part of their movement. This may be done once per turn as a free action.

- **Flank Attacks:** Attacks made against a defender by flanking foes are called flanking attacks. Flanking attacks made against a defender are made with a +1 bonus to the attack roll.

An attacker gains a flanking bonus if their target is threatened by an ally attacking from the opposite side or corner. When in doubt about whether two attackers flank an opponent in the middle, trace an imaginary line between the two attackers' centers. If the line passes through the center of the target's space, then the target is flanked. Note that a flanking ally must be able to attack the flanked target in order to grant (and gain) a flanking bonus against that target.

- **Rear Attacks:** Rear attacks must be made from directly behind the defender. Rear attacks are made with a +2 bonus to the attack roll and negate any shield bonus that the defender may have to their Armor Class. No more than 1 attacker can gain this bonus in combat, unless the attackers are fighting a larger foe. When that is the case up to 2 attackers can gain this bonus. As noted above, Small and Medium creatures are considered to be the same size for the purposes of combat because both occupy and control a 5' square on a battle mat (see Size of Creatures on page 64).

Example: A band of adventurers and their hirelings face off against a frost giant. Since the adventurers and their allies are Medium and Small-sized creatures, up to 16 of them could attack the giant and up to 2 of them can make rear attacks against the giant.

A flanking attacker who is also making a rear attack does not gain both attack roll bonuses. Only the better, rear attack, bonus applies to the attacker's die rolls (though its ally still gains a flanking bonus to its attack rolls).

Opportunity Attacks

In melee combat, everyone is constantly watching for enemies to drop their guard. A combatant can rarely move heedlessly past their foes without putting himself in danger; doing so provokes an opportunity attack.

A combatant can make an opportunity attack when an opponent that it can see moves out of its reach. To make the opportunity attack, a combatant uses a free action to make one melee attack against the provoking creature. The attack interrupts the provoking creature's movement, occurring right before the creature leaves their foe's reach.

Combatants can avoid provoking an opportunity attack by taking the Disengage action (page 65). Combatants also don't provoke an opportunity attack when teleporting or when someone or something moves it involuntarily.

Example: A creature doesn't provoke an opportunity attack if an explosion hurls it out of a foe's reach or if gravity causes it to fall past an enemy.

Two-Weapon Fighting

When wielding two melee weapons, a combatant may make an extra attack each round with their second, off-hand, weapon. Combatants who may make multiple attacks each round, such as characters or NPCs with the Extra Attack feature, never gain more than 1 additional attack per round with their off-hand weapon.

A combatant using two weapons receives a -6 penalty to all attack rolls with both weapons. A combatant with an exceptional Dexterity score may reduce the two-weapon fighting penalties by its Dexterity modifier. Moderately encumbered creatures are limited to a +2 Dexterity modifier to offset these penalties, while heavily encumbered creatures may not apply any Dexterity bonus to offset these penalties.

Combatants who fight with two-weapons often employ a "light weapon" in at least one hand. Light weapons are weapons at least 1 size category smaller than that of the character (i.e. a dagger wielded by a halfling would be a light weapon). If at least one weapon is a light weapon these penalties are reduced by 2.

These penalty reductions are cumulative, so that a combatant using a light weapon in its off-hand (which gives a 2-point penalty reduction) and with a dexterity of 18 (which gives a 3-point penalty reduction) has its two-weapon fighting penalties reduced by 5, to -1/-1. Note that these bonuses only serve to offset the penalties for two-weapon fighting and may never improve the combatant's attack rolls.

If either weapon has the thrown property, it can throw the weapon, instead of making a melee attack with it.

Ranged Attacks

When making a ranged attack, a PC or NPC fires a bow or a crossbow, hurls a handaxe, or otherwise sends projectiles to strike a foe at a distance. A monster might shoot spines from its tail. Some spells also involve making a ranged attack.

Ranged attacks can only be made against targets within a specified range. If a ranged attack, such as one made with a spell, has a single range, it can't be used to attack a target beyond this range.

All ranged weapons may be fired up to their listed range (called close range) without penalty. For each range increment beyond the first a cumulative -2 penalty is applied to the ranged attack roll. A thrown weapon may be thrown up to 5 range increments away (the initial range increment plus 4 increments beyond that) while other ranged weapons may be fired up to 10 range increments away.

Firing into Melee

Aiming a ranged attack at a melee combatant incurs no penalty unless the target of the attack has cover from intervening combatants or objects. In such instances the target gets the usual cover bonus to their Armor Class (see Cover and Concealment in the Conditional Attack Roll Modifiers section on page 68 for more details).

In ranged combat against a target that has another combatant as cover, it may be important to know whether the cover was actually struck by an incoming attack that misses the intended target.

First, determine if the attack roll would have hit the target without the cover. If the attack roll misses the target due to cover but is high enough to strike the Armor Class of the covering creature, the covering creature is struck instead of the target.

Grenade-Like Missiles

Most grenade-like missiles are items of opportunity or necessity - flasks of oil, vials of holy water, or beakers of acid. As such, these items are not listed on the equipment tables for range and damage. Most grenade-like missiles have a range increment of 10', though the DM decides just how far an object can be thrown.

Exceptionally heavy items can be thrown only if the character rolls a successful Athletics skill check, with the DC based upon the object's weight and ungainliness. In no case can a creature or character throw an item heavier than its strength would allow it to lift.

Example: The DM can rule that a character would have little trouble chucking a half-empty backpack across a ten-foot chasm, but the character would need to make a DC 20 Athletics check to heave an orc 10' through the air into a crowd of orc allies.

Once a container hits, it normally breaks immediately. However, this is not always true. Some missiles, like soft leather flasks or hard pottery, are particularly resistant. If there's some doubt about whether or not a thrown object will break, the DM can require an Item Saving Throw (this information is on page 25) to see if it shatters or rips, spewing its contents everywhere.

If a missile is off-target, it is important to know where it landed - an errant grenade-like missile could present a hazard to other characters, start a fire, or eat a hole in the floor. The process of finding where it lands is known as "scatter." First, determine the direction that the missing missile takes in relation to its intended target. Roll a d8 and consult the following table:

8	1 (Short)	2
7	TARGET	3
6	5 (Long)	4

Next determine how far off the mark the throw is. Roll a 4-sided die. The number rolled is the number of 5' squares away from the intended target the missile lands.

The damage taken from a grenade-like attack depends on whether a direct hit is scored on the target or if the target is in the splash area, 5' away from the intended target. An errant grenade-like missile causes splash damage to all creatures in the 5' square where it lands, and in all adjacent squares.

Grenade-Like Missile Damage

Type of Missile	Direct Hit	Splash
Acid	2d4 hp	2 hp
Flaming Oil	2d6 hp + 1d6 hp (see below)	2 hp
Holy water	2d4 hp	2 hp
Poison	Special	Special

Types of Grenade-Like Missiles

- **Acid:** Acid damage is particularly grim. Aside from the possibility of scarring (which is left to the DM), acid damage cannot be healed by regeneration. It must be healed normally. Thus, it is very useful against regenerating creatures such as trolls. Acid is very rare.
- **Flaming Oil:** Oil causes damage only when it is lit. This normally requires a two-step process - first soaking the target in flammable oil and then setting it afire. Thus, using flaming oil often requires two successful attacks. A direct hit from flaming oil burns for two rounds, causing 2d6 points of damage in the first round and 1d6 points in the second round.
- **Holy Water:** Holy water affects most forms of undead and creatures from the Lower Planes. It has no effect against a creature in gaseous form or undead without material form. Unholy water (essentially holy water used by evil priests) affects paladins, creatures whose purpose is to defend good (lammasu, shedu, etc.), and creatures and beings from the Upper Planes. Holy (or unholy) water affects creatures as does acid, causing damage that cannot be regenerated but must be healed normally.
- **Poison:** Poison is generally not very effective as a missile weapon. Most poisons take effect only if the missile scores a direct hit and, even then, only if it drops into the gaping maw of some huge creature. Contact poisons have normal poison effects on a direct hit. Pages 22 and 72 have information about specific poison effects.

Ranged Attacks in Close Combat

A combatant engaged in melee combat will find it difficult to use ranged weapons against opponents. Because of their need to dodge incoming attacks, a combatant employing a ranged weapon in melee suffers a -2 penalty to their attack rolls in addition to the penalties imposed by firing at foes engaged in melee combatant (see Firing into Melee above).

A character is engaged in melee if he or she is within reach (usually 5 feet) of a hostile creature who can see and attack the character.

ATTACK ROLLS

When you make an attack, your attack roll determines whether the attack hits or misses. To make an attack roll, roll a d20 and add the appropriate modifiers. If the total of the roll plus modifiers equals or exceeds the target's Armor Class (AC), the attack hits. The AC of a character is determined at character creation, whereas the AC of a monster is in its stat block.

Attack Roll Modifiers

When a character makes an attack roll, the two most common modifiers to the roll are an ability modifier and the character's Attack Bonus. When a monster makes an attack roll, it uses whatever modifier is provided in its stat block. The Attack Bonus for monsters is usually equal to its Hit Dice (to a maximum Attack Bonus of 20).

Ability Modifier

The ability modifier used for a melee weapon attack is Strength, and the ability modifier used for a ranged weapon attack is Dexterity. Weapons that have the finesse or thrown property break this rule.

Some spells also require an attack roll. The ability modifier used for a spell attack roll depends on whether the spell attack is a melee or ranged attack. For melee spell attacks either Strength or Dexterity may be used, while the caster's Dexterity modifier is applied to ranged spell attacks. Casters always add their Proficiency Bonus to spell attack rolls.

Attack Bonus

Combatants add their Attack Bonus to their attack rolls when attacking with a weapon in which they are proficient, or with unarmed strikes. Monsters have an Attack Bonus that ranges from ± 0 (for monsters with less than 1 Hit Die) to +20 (for monsters with 20 or more Hit Dice).

Rolling a “Natural 1” or “Natural 20”

Sometimes fate blesses or curses a combatant, causing the novice to hit and the veteran to miss.

Critical Hits

On a “natural 20” (a 20 is rolled on your d20) the attack automatically hits, even the resulting attack roll total would normally miss. In addition, a critical hit always deals maximum damage.

Fumbles

On a “natural 1” (a 1 is rolled on your d20) the attack automatically misses, even if the resulting attack roll total would normally hit.

Conditional Attack Roll Modifiers

Blinded Combatants

Combatants who cannot see due to darkness or magical effects are considered blinded and have their Movement Rate reduced to ½ of their normal Movement Rate, rounded to the nearest 5' increment.

Perception skill checks made by blinded combatants (such as those within an area of total darkness) suffer a -4 penalty and foes have total concealment from blinded combatants.

Opponents who can see blinded combatants gain a +2 bonus to hit them and, in the case of thieves or assassins, may make Sneak Attacks or Killing Strikes against them even if they are not surprised. See Unseen Combatants below for more details.

Cover and Concealment

One of the best ways to avoid being hit and injured is to hide behind something - a wall, a tree, a building corner, a heap of boulders, or whatever happens to be available. Taking cover doesn't work particularly well in a melee, since the cover hampers defender and attacker equally. However, it is quite an effective tactic against ranged attacks. There are two types of protection a character can have:

Concealment: The first is concealment. A character hiding behind a clump of bushes is concealed. He can be seen, but only with difficulty, and it's no easy task to determine exactly where he is. The bushes cannot stop an arrow, but they do make it less likely that the character is hit. Other types of concealment include curtains, tapestries, smoke, fog, dimly lit rooms, and brambles.

- A target has light concealment when in a dimly lit room (see page 32) or when lightly obscured by fog, smoke, or foliage.
- A target has heavy concealment if in an area of heavy fog or smoke, or heavily obscured by foliage.
- A target has total concealment when in a completely dark area (see page 32) or when its attacker cannot see it (i.e. when the attacker is blinded or the defender is invisible). See the sections for Blinded Combatants, above, and for Unseen Combatants, below, for more information.

Cover: The other type of protection is cover. It is, as its name implies, something a character can hide behind that will block a missile. Cover can be provided by stone walls, the corner of a building, tables, doors, earth embankments, tree trunks, and magical walls of force.

- A target has light cover when an obstacle blocks at least half of its body. The obstacle might be a low wall, a large piece of furniture, a narrow tree trunk, or a creature, whether that creature is an enemy or a friend.
- A target has heavy cover if about three-quarters of it is covered by an obstacle. The obstacle might be a portcullis, an arrow slit, or a thick tree trunk. A target with heavy cover gains a +2 bonus to Dexterity Saving Throws.
- A target has total cover if it is completely blocked by an obstacle. A target with total cover can't be targeted directly by an attack or a spell, although some spells can reach such a target by including it in an area of effect. A target with total cover gains a +4 bonus to Dexterity Saving Throws.

Example: A man crouching behind a stone wall would be protected if a Fireball exploded in front of the wall but would not be protected by cover if the blast occurred behind him, on his side of the wall.

Armor Class Bonuses Due to Cover and Concealment: Cover or concealment helps a potential target by providing a bonus to the target's Armor Class. The AC bonus for concealment or cover depends on the degree to which it is being used as shelter. The different modifiers for varying degrees of cover and concealment are shown below.

Cover and Concealment Bonuses

Level of:	Concealment	Cover
Light	+1 to Armor Class	+2 to Armor Class
Heavy	+2 to Armor Class	+4 to Armor Class, +2 to DEX saves
Total	+4 to Armor Class	Can't be directly targeted, +4 to DEX saves

Flank Attacks

Attacks made against a defender by flanking foes are called flanking attacks. Flanking attacks against a defender are made with a +1 bonus to the attack roll. Thieves and assassins making flank attacks against opponents gain an additional, Backstab, bonus. See Opponents and Facing on page 66 for details on flanking attacks in combat.

Incapacitated Combatants

During melee combat opponents who are magically sleeping, held, unconscious or otherwise helpless are automatically struck for a critical hit (see Critical Hits above) by any attack made against them. Outside of melee such opponents may be automatically slain, or bound as appropriate to materials at hand, in one round. Note that this does not include normally sleeping or grappled opponents.

Prone Combatants

Attackers gain a +2 bonus to melee attack rolls against prone targets, but do not get this bonus when making ranged attacks against prone targets. In addition, prone combatants suffer a -2 penalty to attack rolls with unarmed strikes and all weapons except for crossbows.

Rear Attacks

Opponents attacking a defender's rear facing gain a +2 bonus to their attack roll. Thieves and assassins making rear attacks against opponents gain an additional, Backstab, bonus. See Opponents and Facing on page 66 for details on making rear attacks in combat.

A flanking attacker who is also making a rear attack does not gain both attack roll bonuses. Only the better, rear attack, bonus applies to its attack rolls (though its ally still gains a flanking bonus to its attack rolls).

Stunned Combatants

Stunned combatants suffer a -2 penalty to Armor Class and cannot act or move until they recover.

Surprised Combatants

Surprised combatants lose their Dexterity bonus and shield bonus to Armor Class until they act. Surprised combatants cannot act or move during the surprise round.

Thieves and assassins making attacks against surprised opponents gain an additional, Backstab, bonus. Thieves may Sneak Attack them for added damage, while assassins have the option of making Killing Strikes against surprised opponents.

Unseen Combatants

Combatants often try to escape their foes' notice by hiding, casting the Invisibility spell, or lurking in darkness.

When attacking an unseen target, the target is harder to hit (it gains a +4 bonus to its Armor Class because it has total concealment). This is true whether the combatant is guessing its target's location or is targeting a creature that can't be seen but can otherwise be detected. If the target isn't in the location targeted, the attack automatically misses, but you typically just say that the attack missed, not whether the attacker guessed the target's location correctly.

When a combatant can't see its attacker, because they are blinded or unable to see in darkness, or the attacker is invisible, the attacker gains a +2 bonus to attack rolls made against it. If an attacker is hidden or unseen when making an attack, it gives away its location when its attack hits or misses.

COMBAT CONTESTS

Battle often involves one combatant pitting their prowess against that of their foe. Such a challenge is represented by a contest. This section includes the most common contests that require an action in combat: disarming, grappling, overrunning, pushing, tripping, and tumbling past a creature. You can use these contests as models for improvising others.

Disarm

A combatant can use a weapon attack to knock a weapon or another item from a target's grasp. The attacker makes an attack roll contested by the target's Strength (Athletics) check or Dexterity (Acrobatics) check (the target chooses the ability to use). If the attacker wins the contest, the attack causes no damage or other ill effect, but the defender drops the item.

The defender gains a +2 bonus to its roll if holding the item with two or more hands. The combatant making the disarm attempt gains a +2 bonus to its check if it is larger than its target. The target gains a +2 bonus to resist this check if it is larger than its attacker.



Grapple

When attempting to grab a foe or wrestle with it, a combatant can use the Attack action to make a special melee attack, a Grapple. If a combatant can make more than 1 attack with the Attack action, this attack replaces one of them.

The target of the grapple must be no more than one size larger than its attacker, and it must be within the attacker's reach. The attacker tries to seize its target by making a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses which ability to use). The combatant attempting the grapple has a +2 bonus to this check if it is larger than its target. The target gains a +2 bonus to resist this check if it is larger than the attacker.

If the attacker wins the contest, its target is grappled. A grappled creature's Movement Rate becomes 0, and it can't benefit from any bonus to its Movement Rate. The grappled creature may only attack the grappler and may only attack with light weapons or unarmed strikes. A grappled target must make a DC 15 Concentration Check (see page 79) in order to cast a spell with a somatic component and must make a DC 15 Concentration Check on its turn in order to maintain a spell while grappled. The condition ends if the grappler is incapacitated, the target escapes the grapple (see below), or if an effect removes the grappled creature from the reach of the grappler.

While maintaining a grapple, you may only attack the grappled creature, and may only attack with light weapons or unarmed strikes. You may not cast spells with somatic components while maintaining a grapple.

Both the grappler and its grappled opponent suffer a -2 penalty to Armor Class. If the grappler is two or more size categories larger than

its grappled foe, it ignores this AC penalty.

Climbing onto a Bigger Creature

If one combatant wants to jump onto another, it can do so by grappling. A Small or Medium combatant has little chance of making a successful grapple against a Huge or Gargantuan opponent, however, unless magic has granted the grappler supernatural might.

As an alternative, a suitably large opponent can be treated as terrain for the purpose of jumping onto its back or clinging to a limb. After making any ability checks necessary to get into position and onto the larger creature, the smaller creature uses its action to make a Strength (Athletics) or Dexterity (Acrobatics) check contested by the target's Dexterity (Acrobatics) check.

If it wins the contest, the smaller creature successfully moves into the target creature's space and clings to its body. While in the target's space, the smaller creature moves with the target and has a +2 bonus on attack rolls against it.

The smaller creature can move around within the larger creature's space, treating the space as difficult terrain. The larger creature's ability to attack the smaller creature depends on the smaller creature's location and is left to the DM's discretion. The larger creature can dislodge the smaller creature as an action - knocking it off, scraping it against a wall, or grabbing and throwing it - by making a Strength (Athletics) check contested by the smaller creature's Strength (Athletics) or Dexterity (Acrobatics) check. The smaller creature chooses which ability to use.

Escaping a Grapple

A grappled target can use its action to escape. To do so, it must win a Strength (Athletics) or Dexterity (Acrobatics) check contested by the attacker's Strength (Athletics) check.

Moving a Grappled Creature

When moving, a combatant can drag or carry its grappled target, but its Movement Rate is reduced, based on the weight of the grappled target. A grappler can also fall prone with a grappled target if it chooses to.

Overrun

When taking the Attack or Charge action, a combatant can try to force its way through an opponent's space by barreling past the target. If a combatant can make more than 1 attack with the Attack action, this attack replaces one of them. The moving combatant makes a Strength (Athletics) check contested by its target's Strength (Athletics) check. The combatant making the overrun attempt gains a +2 bonus to its check if it is larger than its target. The target gains a +2 bonus to resist this check if it is larger than its attacker.

If the mover wins the contest, it can move through the target's space once this turn. If not, it ends its movement in the last square it entered before make the check.

Push

When taking the Attack or Charge action, a combatant can make a special melee attack to push a foe away from it or knock that foe aside. If a combatant can make more than 1 attack with the Attack action, this attack replaces one of them. The target of the Push attempt must be no more than one size larger than the attacker, and it must be within the attacker's reach.

The attacker makes a Strength (Athletics) check contested by its target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use). The combatant attempting the push gains a +2 bonus to this check if it is larger than its target. The target gains a +2 bonus to resist this check if it is larger than its attacker.

If the attacker wins the contest, its target is either knocked 5 feet away from that attacker or moved to a 5' space beside the attacker.

Sunder

A combatant can make a melee attack with a slashing or bludgeoning weapon to strike a weapon, shield, or item that its opponent is holding, carrying, or wearing.

A successful attack roll indicates that the attacker strikes the defender and deals damage to the weapon, shield, or item struck.

The struck item must make an Item Saving Throw (p. 56) with a DC of 10 plus 1 for every 5 points of damage dealt (round all fractions down). This may be either a Dexterity or Strength Saving Throw (defender chooses).

Trip

When taking the Attack or Charge action, a combatant can make a special melee attack to knock a foe prone. If a combatant can make more than 1 attack with the Attack action, this attack replaces one of them. The target of the Trip attempt must be no more than one size larger than the attacker, and it must be within the attacker's reach.

The attacker makes a Strength (Athletics) check contested by its target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use). The creature attempting the trip gains a +2 bonus to this check if it is larger than its target. The target gains a +2 bonus to resist this check if it is larger than its attacker.

If the attacker wins the contest, its target is knocked prone in its space.

Tumble

A combatant can attempt to tumble through a hostile creature's space. As an action the tumbler makes a Dexterity (Acrobatics) check contested by the target's Dexterity (Acrobatics) check.

If the tumbler wins the contest, it can move through the hostile creature's space once this turn. If not, it ends its movement in the last square it entered before make the check. Moving through another creature's space is considered to be movement through difficult terrain (page 64).

SPECIAL ATTACKS

Many creatures have unusual abilities, which can include natural venoms, breathe weapons, and the ability to drain life energy from their victims. Details of the most common types of special attacks are given below. Additional information can be found in the creature's descriptive text.

Ability Damage and Ability Drain

Ability damage typically results from the ravages of disease, the ill-effects of poison, or through the baleful powers of monstrous creatures and spellcasters. Creatures with ability damage or ability drain capabilities inflict such damage in addition to the normal, Hit Point, damage of their natural attack.

As page 73 notes, ability damage is temporary, healing at the rate of 1 point per day of rest. Ability drain, on the other hand, permanently lowers one or more of the target's ability scores. Nothing short of a Restoration spell reverses such ability loss. Permanent ability drain results from the attacks of undead creatures, such as vampires and wraiths, and other dreadful creatures, such as lamias.

No ability scores can be damaged or drained to a value below 0. If a character's Constitution is reduced to a score of zero, that character is slain. If any other ability score is reduced to a score of zero, the character is rendered immobile (in the case of Strength or Dexterity) or comatose (in the case of Intelligence, Wisdom, or Charisma). See page 73 for more details on the effects of ability loss.

Breath Weapons

Various creatures in the AD&D game possess breath weapons, the most notable being the roaring gout of flame spewed out by a red dragon. These weapons normally affect a cone-shaped area with a starting width of 5' and an end-width equal to the length of the cone (typically 30 or 60 feet). The cone originates at the dragon's mouth and widens as it extends outward. No attack roll is required for a breath weapon. All creatures within the cone must make the appropriate Saving Throw and suffer the effects of the breath weapon.

Diseases

When a character takes damage from the natural attack of a diseased creature, rests in a disease-ridden area, or ingests diseased matter he must make a Constitution Saving Throw in order to avoid its ill effects.

Unless specified, assume that the DC of the Constitution save is 10 + the Proficiency Bonus (equal to half of its Hit Dice) of the monster. In

instance where the disease is area-based or from contaminated matter, the default DC is 15, though higher DCs can be assigned for a particularly virulent disease.

Characters and creatures that fail this Saving Throw become symptomatic in 1 day unless the disease description states otherwise. Characters who fail their Saving Throw suffer the listed effects of the disease. If no effects are provided, assume that the disease sickens the target until it is cured.

Sickened creatures suffer a -2 penalty to all Strength and Dexterity checks, as well as attack and damage rolls, and take a -2 penalty to their Armor Class. The Movement Rate of sickened creatures is reduced by ½.

If a disease deals Hit Point damage, the damage type is poison damage.

Lycanthropy

Of all the afflictions that can strike a character, one of the most feared is lycanthropy. While often considered a disease, lycanthropy can more properly be described as a curse.

Although the forms of attack vary with each species, all true lycanthropes can transmit their dreadful affliction. Some lycanthropes transmit their affliction only through their bite, others through any natural attack, and some even through the weapons they use.

Any humanoid creature injured by a lycanthrope but not actually killed (and presumably eaten) has a chance to contract lycanthropy. After combat, each creature wounded by the lycanthrope must make a Constitution Saving Throw. The DC of this Saving Throw equal to ½ of the damage taken or 10, whichever is greater.

Example: If a character suffers 24 points of damage (from all attacks) from a true werewolf, the character must succeed at a DC 12 Constitution Saving Throw or become an infected werewolf.

If the character eats belladonna within an hour of the attack, he may make another Constitution Saving Throw in order to fight off the cure. Eating belladonna, however, also sickens those who eat it. Sickened characters suffer a -2 penalty to all Strength and Dexterity checks, as well as attack and damage rolls, and take a -2 penalty to their Armor Class. The Movement Rate of sickened creatures is reduced by ½.

The only other way to lift the affliction is to cast an Exorcise, Remove Curse, or Break Enchantment on the character, on the night of a full moon, or the night immediately preceding or following the full moon. After Exorcise, Remove Curse, or Break Enchantment is cast, the curse is broken if the character makes a successful Wisdom Saving Throw. Otherwise the changes take place and the spell has no effect. Cure Disease and other healing spells and abilities have no effect against lycanthropy.

Only infected lycanthropes can be cured. To a true lycanthrope, lycanthropy is as natural as breathing, and the condition cannot be altered. True lycanthropes have complete control over their physical states; they are not affected by darkness, phases of the moon, or any of the other situations which traditionally affect infected lycanthropes.

Cursed characters suffer uncontrollable change on the night of a full moon and the nights immediately preceding and following it. The change begins when the moon rises and ends when it sets. During this time the character is controlled by you, not the player. Often, the character discovers that he has done terrible things while changed and under the DM's control. While transformed the character will not be identifiable to his friends and companions unless they are familiar with his curse or can recognize him by some personal effect.

During the change, the character's Armor Class, attacks, movement, and immunities are identical to the type of lycanthrope that wounded him. The intelligence and alignment of the character are overwhelmed by an uncontrollable bloodlust. The player character must hunt and kill and generally chooses people he knows in his daily life as his victims. The stronger the emotion toward the person (either love or hate), the greater the likelihood the character will attempt to stalk and slay that person.

At the end of each change, the character returns to his normal form (perhaps to his embarrassment). At the same time, he heals 2d8 points of damage. While the character may know or suspect that he has done something terrible, he does not have clear memories of the

preceding night. Good characters will be tormented at the thought of what they may have done, and paladins will find they have, at least temporarily, fallen from grace.

Mummy Rot

Mummies are horrific enemies. A single blow from one's arm inflicts bludgeoning damage and, worse, its scabrous touch infects the victim with a fatal rotting disease unless the victim makes a DC 16 Constitution Saving Throw. This save must be repeated each time a target is struck by a mummy.

Those who fail one or more of these saves loses 1 point of Charisma the following day. Each month the rot progresses, and the victim permanently loses 2 points of Charisma. The disease can be cured only with a Cure Disease spell. Cure Wounds spells have no effect on a person inflicted with mummy rot and the afflicted's wounds heal at only 1 point per day. A Regenerate spell will restore damage but will not otherwise affect the course of the disease.

Any creature killed by a mummy rots immediately and cannot be raised with a Raise Dead or Resurrection spell unless a Cure Disease spell is first cast upon the corpse within 1 hour of death. If this is not done, the body (and the spirit within it) are lost forever.

Other Magical Diseases

A magical disease, like mummy rot, is one that functions by some unexplained magical property. As such it is not curable by normal means. You can rule on the effects of various cures and potions. For specific information on other, disease-causing special abilities see the relevant creature's description in the Monstrous Manual.

Energy Drain

This is a feature of powerful undead and other particularly nasty monsters. The level (or energy) drain is a horrible power, since it causes the loss of one or more experience levels.

An Energy Drain attack takes away levels from the victim unless a successful Constitution Saving Throw is made. Most Energy Drain attacks require a successful melee attack. Mere physical contact is not enough. The full effect of an Energy Drain, such as the number of levels taken away, is specified in the monster, magic item, or spell description causing the drain. If it is not specified, 1 level is removed.

A character who loses a level this way suffers the effects of the drain immediately. The character loses one Hit Die of Hit Points of the appropriate class, and all other class features are reduced to the new level. The victim's experience point total is immediately set to the midpoint point of the previous level.

Lost levels or ability score points remain until removed by spells, such as Restoration, or other means. Sometimes level or ability score loss is temporary and will return to normal in a day's time. A creature gains temporary Hit Points each time it successfully uses its innate Energy Drain ability. Unless specified otherwise, the creature gains the amount of Hit Points that the victim loses. Energy Drain through spell or magic item does not grant temporary Hit Points unless the description indicates otherwise.

A character drained below 1st level is instantly slain. Depending on the creature that killed the character, the character may rise the next night as a monster of that kind. If not, the character rises as a wight. These lesser undead are controlled by their slayer and have half the listed Hit Dice for a creature of their new undead type. Lesser vampires, wights, and wraiths regain half of the class levels they had when slain. As such an 8th level thief, drained below 1st level by a vampire, returns as a 4th level vampire thief. Undead with class levels do not gain Hit Points from their character class or classes unless their character level exceeds the Hit Dice gained from becoming an undead creature.

Upon the destruction of their master, such lesser undead gain one Hit Die for each creature of equal or greater Hit Dice they slay until they reach the full Hit Dice for their undead type. Upon reaching full Hit Die status, undead are able to create and control lesser undead as their master once did. Masterless undead may also progress in level by earning experience points, just as they did in life. When determining the number of experience points needed to progress in level, add their undead Hit Dice to their level of experience. As such, a 4th level vampiric thief (8 HD) would have the equivalent of 12 levels and would need 1,250,000 experience points to advance to 5th level as a thief.

Gaze Attacks

Monsters with a gaze attack, such as the basilisk, have the power to affect an opponent simply by making eye contact. This makes these creatures incredibly dangerous, for the slightest glance can cause great harm.

Characters who look directly at such creatures in order to attack them, or those who are surprised by the creature, automatically meet the creature's gaze. These unfortunate characters must make Wisdom Saving Throw to avoid the effects of the creature's gaze attack. Such attackers undergo the gaze attack each round they attack. In large groups, only the front rank can meet the gaze, a fate that can be avoided if the attacker approaches from the rear, away from the creature's gaze.

Characters can also attempt to avoid the gaze by looking in the general direction of the creature without actually looking into its eyes. This may be done by using a reflective surface, such as a mirror, to observe the creature. The powers of gaze attacks are not effective in reflections, so it is safe to observe a basilisk or medusa in a mirror. For this trick to be effective, there must be some source of light available, since nothing can be reflected in darkness.

This enables characters to gain a Saving Throw bonus equal to the concealment Armor Class bonus that the creature gains. As such, a character who wishes to gain a +1 bonus to his Saving Throws grants the creature light concealment (+1 to AC), while a character who wishes to gain a +2 bonus to his Saving Throws grants the creature heavy concealment (+2 to AC).

Characters who close their eyes or avoid looking at the creature altogether (i.e. by blindfolding themselves) need not make saves against the gaze attack but grant the creature total concealment (+4 to its AC and a +2 to all of its attacks against blinded creatures). Blinded characters also halve their Movement Rate while unable to see.

Creatures with gaze attacks can choose not to use their power. In this case, it is the creature that avoids looking at the characters. Not meeting their gaze, it can't affect them. Creatures intelligent enough to parley may do this on occasion.

Paralysis

A character or creature affected by paralysis becomes immobile for the duration of the effect. The victim can breathe, think, see, and hear, but is unable to speak or move. Coherent thought needed to trigger magical items or innate powers is still possible. Paralysis affects only the general motor functions of the body and is not the ultimate destroyer of powerful creatures. It can be particularly potent on flying creatures, however.

Poison

When a character takes damage from a poisoned weapon, breathes in poisonous gas, or ingests poisoned food, he must make a Constitution Saving Throw in order to avoid its ill effects. Unless otherwise stated, assume that the DC of this Constitution save is equal to 10 plus the Proficiency Bonus (equal to ½ of the Hit Dice) of the monster when dealing with natural venoms, the level of the spell plus spellcasting ability modifier (for poisonous spells), or Proficiency Bonus of the NPC who has brewed a poison.

Characters and creatures that fail this Saving Throw suffer the effects of the poison immediately unless the poison description states otherwise. Many poison attacks specify what happens on a failed Saving Throw. Some monsters list a poison type (i.e. Type A poison).

The following list gives the effects and onset time for these poison types. Common poisons, such as that delivered by the sting of a giant centipede, are given a specific rating for convenience. Poisons are not listed by name here, since this is neither a scientific text nor a primer on the deadly nature of many plants and animals.

Class	Method	Onset	Damage
A	Injected	10-30 minutes	4d6/0
B	Injected	2-12 minutes	6d6/1d6
C	Injected	2-5 minutes	8d6/2d6
D	Injected	1-2 minutes	10d6/2d6
E	Injected	Immediate	Death/6d6
F	Injected	Immediate	Death/0
G	Ingested	2-12 hours	6d6/3d6

H	Ingested	1-4 hours	6d6/3d6
I	Ingested	2-12 minutes	10d6/4d6
J	Ingested	1-4 minutes	Death/6d6
K	Contact	2-8 minutes	2d6/0
L	Contact	2-8 minutes	3d6/0
M	Contact	1-4 minutes	6d6/2d6
N	Contact	1 minute	Death/8d6
O	Injected	2-24 minutes	Paralysis/-
P	Injected	1-3 hours	2d6 STR/-

Spell-Like Abilities

Many powerful creatures possess innate, spell-like abilities they can use at will. The majority of these function like spells. Thus, a brownie who is able to cause Confusion has the same effect as a character who casts the Confusion spell. Creatures able to become invisible at will usually use all the normal rules for the Invisibility spell.

Innate abilities are different from spells in one major way, however. Unlike spells, innate abilities are natural powers and do not require any components (including gestures or words - unless these things are used for dramatic effect). Innate abilities are activated by the merest mental command of the creature but still use up the creature's action for the round... a creature cannot use an innate ability and make an attack in the same round.

In all other respects, innate abilities function like spells. They have the same range, area of effect, and duration limitations of the spell of the same name (unless stated otherwise). When the spell in question varies in power according to the level of the caster, the monster is assumed to have a caster level equal to its Hit Dice. Innate abilities generally can be used just once per round.

MOUNTED AND UNDERWATER COMBAT

Mounted Combat

A willing creature that is at least one size larger than its rider and that has an appropriate anatomy can serve as a mount, using the following rules:

Controlling a Mount

Fighting while mounted is a difficult undertaking. Mounted combatants suffer a -4 to all attack rolls while mounted unless they are proficient in the Animal Handling skill.

- Combat-trained mounts, such as warhorses, may be ridden into combat without the need to make an Animal Handling skill check.

When fighting from a combat-trained mount, the rider can direct the mount to move and take its action, while still taking his action for the round, by making a DC 10 Animal Handling skill check as a free action.

- Mounts that are not combat trained, such as donkeys and riding horses, must always be coaxed into combat with a DC 10 Handle Animal check. This check requires the use of an action at the start of combat. When fighting from an untrained mount, the rider can direct the mount to move and take its action, while still taking

his or her action for the round, by making a DC 15 Animal Handling skill check as a free action.

- Intelligent creatures, such as dragons, act independently of their rider.

Initiative

The initiative of a controlled mount changes to match yours when you mount it. It moves as you direct it, and it has only three action options: Run, Disengage, and Dodge. A controlled mount can move and act even on the turn that you mount it.

An independent mount retains its place in the initiative order. Bearing a rider puts no restrictions on the actions the mount can take, and it moves and acts as it wishes. It might flee from combat, rush to attack and devour a badly injured foe, or otherwise act against your wishes.

In either case, if the mount provokes an Opportunity Attack while you're on it, the attacker can target you or your mount.

Mounting, Dismounting, and Falling

A combatant can mount or dismount a creature that is within 5 feet of it. Doing so costs an amount of movement equal to ½ of its Movement Rate.

If an effect moves a rider's mount against its will, the rider must make a DC 10 Dexterity Saving Throw or fall off the mount, landing prone in a space within 5 feet of it and suffering 1d6 bludgeoning damage from the fall. If a rider is knocked prone while mounted, it must make the same Saving Throw.

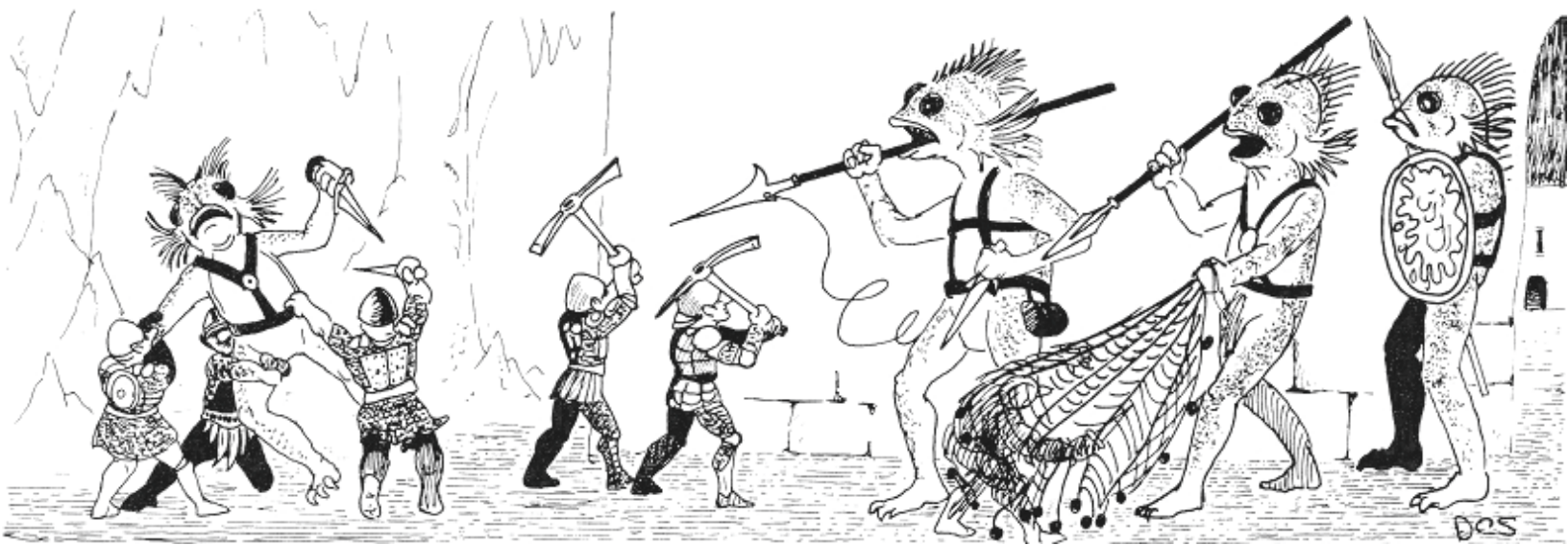
If a mount is knocked prone, its rider must make a DC 15 Dexterity Saving Throw or fall prone in a space within 5 feet of it, suffering 1d6 bludgeoning damage from the fall. Falling from a flying mount incurs normal falling damage.

Underwater Combat

When adventurers pursue sahuagin back to their undersea homes, fight off sharks in an ancient shipwreck, or find themselves in a flooded dungeon room, they must fight in a challenging environment.

Underwater the following rules apply:

- Non-aquatic creatures (those without a Swimming Movement Rate) can have considerable difficulty when fighting in water. All melee attacks made suffer a -4 attack penalty, unless the weapon is a dagger, javelin, shortsword, spear, or trident.
- Ranged weapons have their normal range quartered and automatically miss beyond this shortened range. Even within this reduced range the attack roll suffers a -4 penalty unless the weapon is a crossbow, net, javelin, trident, or dart designed specifically for underwater use.
- Non-aquatic creatures also suffer a -2 penalty to their Armor Class when under water. Characters with Freedom of Movement do not suffer any of the penalties listed for underwater combat.
- Creatures and objects that are fully immersed in water take ½ damage from magical fire attack damage. Creatures that are fully immersed in water also have heavy cover (see page 68) against attacks made from land.



DAMAGE AND HEALING

Injury and the risk of death are constant companions of those who explore the worlds of D&D. The thrust of a sword, a well-placed arrow, or a blast of flame from a Fireball spell all have the potential to damage, or even kill, the hardiest of creatures.

Ability Damage and Drain

Some attacks reduce the target's score in one or more abilities. This loss can be temporary (ability damage) or permanent (ability drain).

While any loss is debilitating, losing all points in an ability score can be devastating.

- Strength 0 means that the character cannot move at all. He lies helpless on the ground.
- Dexterity 0 means that the character cannot move at all. He stands motionless, rigid, and helpless.
- Constitution 0 means that the character is dead.
- Intelligence 0 means that the character cannot think and is unconscious in a coma-like stupor, helpless.
- Wisdom 0 means that the character is withdrawn into a deep sleep filled with nightmares, helpless.
- Charisma 0 means that the character is withdrawn into a catatonic, coma-like stupor, helpless.

Keeping track of negative ability scores is never necessary. A character's ability score can't drop below 0. Having a score of 0 in an ability is different from having no ability score whatsoever.

Ability Damage

Ability damage typically results from the ravages of disease, exposure to the elements, the ill-effects of poison, or through the baleful powers of monstrous creatures and spellcasters.

Ability Drain

Ability drain is much like damage, except that the ability drained is permanently lowered. Nothing short of a Restoration spell reverses such ability loss. Ability drain results from the attacks of undead creatures, such as vampires and wraiths, and other dreadful creatures, such as lamas. The Feeblemind spell permanently lowers the target's Intelligence, Wisdom, and Charisma scores but, unlike ability drain attacks, cannot be reversed through the use of a Restoration spell. Only a Heal, Limited Wish, Miracle, or Wish spell may be used to cancel the effect of Feeblemind.

Raised or Resurrected Characters

Characters who lose points of Constitution after being raised or resurrected cannot restore that ability loss through any means short of divine intervention.

Hit Points

Hit Points represent a combination of physical and mental durability, the will to live, and luck. Creatures with more Hit Points are more difficult to kill. Those with fewer Hit Points are more fragile.

A creature's current Hit Points (usually just called Hit Points) can be any number from the creature's Hit Point maximum down to -10. This number changes frequently as a creature takes damage or receives healing.

Whenever a creature takes damage, that damage is subtracted from its Hit Points. The loss of Hit Points has no effect on a creature's capabilities until it drops to 0 Hit Points.

Describing the Effects of Damage

Dungeon Masters describe Hit Point loss in different ways. When a creature's Hit Point total is half or more of its Hit Point maximum, it typically shows no signs of injury. When a creature drops below half of its Hit Point maximum, it shows signs of wear, such as cuts and bruises. An attack that reduces a creature to 0 or fewer Hit Points strikes it directly, leaving a bleeding injury or other trauma, or it simply knocks it unconscious (see Knocking a Creature Out on page 75).

Temporary Hit Points

Some spells and special abilities confer temporary Hit Points to a

creature. Temporary Hit Points aren't actual Hit Points; they are a buffer against damage, a pool of Hit Points that protect it from injury. When a creature has temporary Hit Points and takes damage, the temporary Hit Points are lost first, and any leftover damage carries over to its normal Hit Points.

Example: If a character has 5 temporary Hit Points and takes 7 points of damage, he loses the temporary Hit Points and then takes 2 points of damage.

Because temporary Hit Points are separate from actual Hit Points, they can exceed a creature's Hit Point maximum. A character can, therefore, be at full Hit Points and receive temporary Hit Points.

Healing can't restore temporary Hit Points, and they can't be added together. If a creature has temporary Hit Points and receives more of them, it must decide whether to keep the ones it currently has left or to gain the new ones.

Example: If a spell grants a character 12 temporary Hit Points when he already has 10, your character can have either 12 or 10, not 22.

If a creature has 0 or lower Hit Points, receiving temporary Hit Points doesn't restore it to consciousness or stabilize it. They can still absorb damage directed at the recipient of the temporary Hit Points, but only true healing can save the unconscious creature. Unless the spell or ability that grants temporary Hit Points has a duration, they last until they're depleted or until the character recovers Hit Points through rest (see Natural Healing below).

Damage Rolls

Each weapon, spell, and harmful monster ability specifies the Hit Point damage it deals. Roll the damage die or dice, add any modifiers, and then reduce the target's Hit Points by this amount. Magic weapons, special abilities, and other factors can grant a bonus to damage.

When attacking with a melee weapon, thrown weapon, or unarmed strike, characters add their Strength ability modifier to the damage. A spell description describes which dice to roll for damage and whether to add any modifiers.

If a spell or other effect deals damage to more than one target at the same time, roll the damage once for all of them.

Example: When a magic-user casts Fireball or a cleric casts Flame Strike, the spell's damage is rolled once for all creatures caught in the blast.

Critical Hits and Damage

A critical hit (see page 68) always deals the maximum damage possible for that attack. As such, a longsword would deal 8 points of damage on a critical hit, plus any damage modifiers from Strength, class features, and magic.

Minimum Damage

If penalties reduce the damage result to less than 1, a hit still deals 1 point of damage.

Damage Types

Different attacks, damaging spells, and other harmful effects deal different types of damage. Damage types have no rules of their own, but other rules, such as Damage Resistance, rely on these types.

The damage types follow, with examples to help a DM assign a damage type to a new effect.

Acid

The corrosive spray of a black dragon's breath and the dissolving enzymes secreted by a black pudding deal acid damage.

Bludgeoning

Blunt force attacks - hammers, falling, constriction, and the like - deal bludgeoning damage.

Cold

The infernal chill radiating from an ice devil's spear and the frigid blast of a white dragon's breath deal cold damage.

Fire

Red dragons breathe fire, and many spells conjure flames to deal fire damage.

Force

Force is pure magical energy focused into a damaging form. Most effects that deal force damage are spells, including Magic Missile and Spiritual Weapon.

Lightning

A Lightning Bolt and a blue dragon's breath deal lightning damage.

Necrotic

Necrotic damage, dealt by certain undead and spells such as Chill Touch, withers matter and even the soul.

Piercing

Puncturing and impaling attacks, including spears and monsters' bites, deal piercing damage.

Poison

Venomous stings and the toxic gas of a green dragon's breath deal poison damage.

Psychic

Mental abilities such as a mind flayer's Psionic Blast deal psychic damage.

Radiant

Radiant damage, dealt by a cleric's Flame Strike spell or an angel's smiting weapon, sears the flesh like fire and overloads the spirit with power.

Slashing

Swords, axes, and monsters' claws deal slashing damage.

Thunder

A concussive burst of sound, such as the effect of the Shatter spell, deals thunder damage.

Damage Resistance and Vulnerability

Some creatures and objects are exceedingly difficult or unusually easy to hurt with certain types of damage.

If a creature or an object has resistance to a damage type, damage of that type is halved against it. If a creature or an object has vulnerability to a damage type, damage of that type is doubled against it.

Both resistance and vulnerability are applied after all other modifiers to damage.

Example: A creature has resistance to fire damage and is hit by an attack that deals 25 points of fire damage. The creature is also within a magical aura that reduces all damage by 5. The 25 damage is first reduced by 5 and then halved, so the creature takes 10 points of fire damage.

Multiple instances of resistance or vulnerability that affect the same damage type count as only one instance.

Example: If a creature has resistance to fire damage as well as resistance to all nonmagical damage, the damage of a nonmagical fire is reduced by half against the creature, not reduced by three-quarters.

Immunities

Many creatures are immune to one or more forms of attack. A creature with immunity to a particular effect cannot be harmed or otherwise hindered by such effects. Examples of immunities include, but are not limited to immunity to:

- Disease
- Enchantment/charm spells
- Fear
- Ghoul's paralysis
- Normal weapons (see Weapon Immunity below)
- Poison

- Sleep spells

Plant creatures, for example, are immune to enchantment/charm spells (except for Command Plants and Control Plants), fatigue, and fear.

Undead creatures, for example, are immune to disease, enchantment/charm spells, fatigue, fear, and poison.

Creatures with innate poison or disease attacks are immune to the harmful effects of their own poison or disease.

Individual creature's immunities are listed and described in the Monstrous Manual.

Weapon Immunity

Some monsters, particularly lycanthropes and powerful undead such as vampires, are immune to normal weapons. Attackers need special weapons to hurt them. The most common of these are cold-iron, silver and magical weapons. The rules for creating cold-iron and silver weapons are provided in the Special Materials section on page 20.

Special weapon requirements are listed in the monster descriptions as "silver weapons or magic to hit" or "+2 weapons or better to hit," or something similar. The listed weapon, or one of greater power, must be used to damage the monster. Magical weapons are of greater power than cold-iron or silver weapons and, as such, can strike creatures that normally can be hit by only cold-iron or silver weapons.

Even creatures immune to certain weapons can be affected by magical spells, unless a specific immunity to a spell or group of spells is listed in the description.

When a creature is hit by a weapon to which it is immune, the attack appears to leave a visible wound. However, no points of damage are inflicted.

Example: A vampire strides across the banquet hall toward the player characters. Fearfully, they loose a volley of arrows at him. Three hit, but he doesn't even break his stride. They watch, aghast, as he disdainfully plucks the arrows from his body. Just as he closes with them, Targash swings and hits him with his +3 *longsword*. The vampire's smug look of overconfidence is transformed to one of snarling rage as he realizes with a shock that one of these sniveling humans has hurt him!

Creature Hit Dice Versus Weapon Immunity

One obvious question that arises in the minds of those with a logical bent is "How do other creatures fight monsters with weapon immunity?" In the case of monsters, sufficient Hit Dice enable them to attack as if they were fighting with magical weapons. In addition, if a creature shares weapon immunity with its foe (or has superior weapon immunity), it can effectively strike that foe.

The table below lists various numbers of Hit Dice and their magical weapon equivalents. These Hit Dice equivalents apply only to monsters. Player characters and NPCs cannot benefit from this.

Hit Dice	Weapon Equivalent
4	+1 weapon
6	+2 weapon
8	+3 weapon
10	+4 weapon
12	+5 weapon

Creatures with powerful weapon immunities should be used with care. Players trust the DM to create situations in which they have a chance to win. Don't use such creatures unless the party has weapons to defeat them, or there is some other reason for encountering that monster.

Every player character in the party needn't have a weapon effective against the monster, but there should be at least two in the party. Avoid making an encounter dependent on the actions of a single character. It's not much fun for the other players and too many things can go wrong with the plan if the key player doesn't cooperate or his character gets hurt.

The warning above is just that, however - a warning. It's not a rule. There are times where using such creatures on an unprepared party can lead to creative and entertaining play.

Example: The party is just beginning an adventure involving lots of werewolves. Early on, they are attacked by a hairy creature

and their weapons don't seem to do any good! If not dispatched by spells, it causes serious injury, but doesn't manage to kill anyone, before it flees for some reason or another. It shouldn't take too much for players to figure out what they need and getting appropriate weapons can become part of the adventure.

Immune creatures also can be used to control a party that has become abusive or just too powerful. Such uses of very potent creatures should be extremely rare.

Zero Hit Points

When a creature drops to 0 or fewer Hit Points, it is either dying or knocked out, as explained below.

Dying

When any living character or creature is brought to 0 or fewer Hit Points it is incapacitated (see page 68) and falls unconscious. A living creature with 0 or fewer Hit Points is dying due to blood-loss, shock, and similar causes, losing 1 Hit Point per round until it receives aid (see the Healing section below) or falls to -10 Hit Points. Dying creatures lose this Hit Point on their turn each round. Any living creature reduced to -10 or fewer Hit Points is slain.

Animated and undead creatures are destroyed or rendered inert when they reach 0 Hit Points.

Knocking a Creature Out

Sometimes an attacker wants to incapacitate a foe, rather than deal a killing blow. When an attacker reduces a creature to 0 or fewer Hit Points with a melee attack, the attacker can knock the creature out. The attacker can make this choice the instant the damage is dealt. The creature falls unconscious and is stable at 0 Hit Points.

Stabilizing a Dying Creature

The best way to save a creature with 0 or fewer Hit Points is to heal it. If healing is unavailable, the creature can at least be stabilized so that it isn't killed through blood loss.

A character can use an action to administer first aid to an unconscious creature and attempt to stabilize it, which requires a successful (DC 10) Medicine skill check.

A stable creature doesn't lose 1 Hit Point per round (see the Dying section above) and is no longer dying, but unconscious and stabilized.

Monsters and Death

Most DMs have a monster die the instant that it drops to 0 Hit Points, rather than having it fall unconscious and lose 1 Hit Point per round. Mighty villains and special non-player characters are common exceptions; the DM might have them fall unconscious and follow the same rules as player characters.

Healing

Unless it results in death, damage isn't permanent. Even death is reversible through powerful magic.

Rest and Hit Point Recovery

Rest can restore a creature's Hit Points. A character or creature that rests for at least 8 hours recovers 2 Hit Points plus a number of Hit Points equal to their Attack Bonus (based upon their class levels or Hit Dice) when resting.

If a creature's wounds have been treated by a character proficient in the Medicine skill (DC 10 check) the number of Hit Points recovered increases by a number equal to the healer's Proficiency Bonus.

Example: Spugnoir is a 5th level magic-user who has taken 10 Hit Points of damage, bringing him from his maximum of 14 Hit Points down to 4 remaining Hit Points. Upon resting for 8 hours, he would regain 3 Hit Points (2 Hit Points + 1 additional Hit Point because 5th level magic-users have an Attack Bonus of 1).

His adventuring companion, Isolde, is a 5th level fighter who has taken 24 Hit Points of damage, bringing her from her maximum of 48 Hit Points down to 24 remaining Hit Points. Upon resting for 8 hours, she would regain 7 Hit Points (2 Hit Point + 5 additional Hit Points because 5th level fighters have an Attack Bonus of 5).

If the party's 5th cleric, who is proficient in the Medicine skill, tended to their wounds, both would recover 2 additional Hit Points.

Characters can only recover Hit Points once per day (24 hours) by resting.

Rest and Recovery of Ability Damage

Ability damage is temporary, just as Hit Point damage is. Ability damage returns at the rate of 1 point per 8 hours of rest for each affected ability score.

If a creature's ability damage has been treated with the Medicine skill (DC 15 check) it recovers at 2 points per 8 hours of rest for each affected ability score.

Characters can only recover ability damage once per day (24 hours) by resting.

Magical Healing

Magical methods such as a Cure Light Wounds spell or a *potion of healing* remove damage in an instant.

When a creature receives healing of any kind, Hit Points regained are added to its current Hit Points. A creature's Hit Points can't exceed its Hit Point maximum, so any Hit Points regained in excess of this number are lost.

Example: A druid grants a ranger 8 Hit Points of healing. If the ranger has 14 current Hit Points and has a Hit Point maximum of 20, the ranger regains 6 Hit Points from the druid, not 8.

A creature that has died can't regain Hit Points until magic such as the Raise Dead spell has restored it to life.

Spells such as Restoration instantly restore ability damage or ability drain that the character has suffered. See the spell's description for more details on how the spell functions.

Regeneration

Creatures with this ability recover from wounds quickly. Damage dealt to the creature heals at a fixed rate per round, as given in the creature's entry. Certain attack forms, typically fire and acid, deal damage to the creature that cannot be healed through regeneration. Such damage must be healed naturally.

A regenerating creature that has been rendered unconscious must be burned or immersed in acid in order to be killed, as creatures with regeneration can regrow lost portions of their bodies and can reattach severed limbs or body parts. Severed parts die if they are not reattached.

Regeneration does not restore Hit Points lost from starvation, thirst, or suffocation. Attack forms that don't deal Hit Point damage ignore regeneration.



MAGIC

Magic lies at the heart of fantasy and so it does in Advanced Dungeons & Dragons. Of greatest importance for the players of spellcasters, such as clerics, bards, and magic-users, is the acquisition of magic spells and an explanation of how spells are used in the game. The following section provides details regarding the preparation, acquisition, and casting of spells.

Spells

A spell is a discrete magical effect, a single shaping of the magical energies that suffuse the multiverse into a specific, limited expression. In casting a spell, a character carefully plucks at the invisible strands of raw magic suffusing the world, pins them in place in a particular pattern, sets them vibrating in a specific way, and then releases them to unleash the desired effect – in most cases, all in the span of seconds.

Spells can be versatile tools, weapons, or protective wards. They can deal damage or undo it, afflict others with or remove sickness, drain life energy away, and restore life to the dead.

Uncounted thousands of spells have been created over the course of the multiverse's history, and many of them are long forgotten. Some might yet lie recorded in crumbling spellbooks hidden in ancient ruins or trapped in the minds of dead gods. Or they might someday be reinvented by a character who has amassed enough power and wisdom to do so.

Arcane Spells

The magic used by magic-users is classified as arcane magic because it is learned from ancient knowledge and passed down from one generation of magic-users to the next, either through apprenticeship or textual record. Magic-users use their mystical knowledge to create and give form, or to enhance or physically alter an existing form.

Divine Spells

The magic used by bards, clerics, druids, paladins, and rangers is classified as divine magic because it is granted to them after inspiration from, prayer to, reflection upon, or supplication to a deity or other powerful entity or elemental force. In most cases, clerics and paladins receive their magic from deities or their intermediaries, who may limit or place special restrictions on its use. Druids, bards, and rangers gain their magic ability from more varied sources, be they primal forces, nature gods, divine inspiration, or elemental powers. Thus, divine casters act as a conduit, channeling and focusing magic originating from a higher entity. This similarity can be seen in the duplication of specific spells, or types of spells, in their spell lists.

Spell Level

Every spell has a level from 0 to 9. A spell's level is a general indicator of how powerful it is, with the lowly (but still impressive) Magic Missile at 1st level and the earth-shaking Wish at 9th. Cantrips – simple but powerful spells that characters can cast almost by rote – are level 0. The higher a spell's level, the higher level a spellcaster must be to use that spell.

Spell level and character level don't correspond directly. Typically, a character has to be at least 17th level, not 9th level, to cast a 9th level spell.

Preparing Spells

Before a spellcaster can use a spell, he must have the spell firmly fixed in mind, or must have access to the spell in a magic item. All spellcasters must undergo a process of preparing spells. A character needs to complete 8 hours of rest before preparing spells. It takes 1 hour for a character to prepare their full allotment of spells for the day.

During spell preparation, an arcane caster chooses spells from his spellbook to prepare, while a divine caster petitions his gods (or their intermediaries) for his daily allotment of prepared spells. If a character still has spells prepared from the previous day, he can abandon some or all of them to make room for new spells. If a spell has multiple versions, the character must choose which version to use when preparing it, unless the spell description specifies that the choice is made upon casting.

Once prepared, a spell remains in the character's memory unless he wishes to purge it from memory (typically to make room for new spells after 8 hours of rest).

Example: The 3rd level magic-user Spugnoir has four 0-level, three

1st level spell slots, and one 2nd level slots. As such he may prepare four cantrips, three 1st level spells, and one 2nd level spell. He prepares the following:

- 0-level: Dancing Lights, Light, Prestidigitation, Read Magic
- 1st level: Comprehend Languages, Magic-Missile, Shield
- 2nd level: Web

If a character dies, all spells stored in the character's mind are wiped away. Spells may not be prepared more than once per day, even if the caster rests for more than 8 hours during that day.

Arcane Casters

For arcane casters, spell preparation involves study of one's spellbook. Unless a character prepares spells from a spellbook, the only prepared spells available are those that the character already had prepared from the previous day. Because arcane casters have mastered the use of cantrips, they may prepare them without studying their spellbook.

Divine Casters

For divine casters, spell preparation requires time spent in prayer and meditation or, in the case of bards, musical recitation and reflection upon the myths and legends of his people. Unlike arcane casters, who are limited by their spellbooks as to which spells they may prepare, divine casters may prepare any spell on their spell list.

In every case, the number of spells a caster can have fixed in mind at any given time depends on the character's level.

Spell Slots

Regardless of how many spells a caster prepares, he can cast only a limited number of spells before resting. Manipulating the fabric of magic and channeling its energy into even a simple spell is physically and mentally taxing, and higher-level spells are even more so. Thus, each spellcasting class's description includes a table showing how many spell slots of each spell level a character can use at each character level.

A spellcasting character knows all of the cantrips associated with their class but must still prepare them in advance, as they would with any other known spell. A cantrip's spell level is 0. Note that magic-users can cast cantrips at will, without expending their prepared spell slots for 0-level spells.

Example: The 3rd level magic-user Spugnoir has four 0-level, three 1st level spell slots, and one 2nd level slot. As such he may prepare four cantrips, three 1st level spells, and one 2nd level spell. He prepares the following:

- 0-level: Dancing Lights, Light, Prestidigitation, Read Magic
- 1st level: Comprehend Languages, Magic-Missile, Shield
- 2nd level: Web

Over the course of his adventuring day he may cast any prepared cantrip at will (as cantrips are not expended when cast by magic-users). He may choose to cast Comprehend Languages, Magic Missile, or Shield each time he expends a 1st level spell slot. Finally, he may only cast Web when he expends his 2nd level spell slot, as he only prepares one 2nd level spell after 8 hours of rest.

When a character or NPC casts a spell, he expends a slot of that spell's level, effectively "filling" a slot with the spell. Some monsters have special abilities that let them cast spells without using spell slots.

Example: When Spugnoir casts Magic Missile, a 1st level spell, he expends one of his three 1st level slots and has two remaining.

Finishing 8 hours of rest restores any expended spell slots. Spell slots may not be restored more than once per day, even if the caster rests for more than 8 hours during that day.

Acquiring New Spells

Spellcasters, both arcane and divine, seek to add new spells to their repertoire, but the process for adding new spells is different for each group.

Arcane Spells

Magic-users rely on spellbooks when preparing their daily spell allotment. The spells that they add to their spellbooks as they gain levels reflect their arcane research, as well as intellectual breakthroughs they have had about the nature of the multiverse. Casters might find other spells during their adventures. A character could discover a spell recorded on a scroll in an evil magic-user's chest, for example, or in a dusty tome in an ancient library.

Each spellbook is a unique compilation of spells, with its own decorative flourishes and margin notes. It might be a plain, functional leather volume that a magic-user received as a gift from his master, a finely bound gilt-edged tome found in an ancient library, or even a loose collection of notes scrounged together after a magic-user lost his previous spellbook in a mishap.

Most magic-users desire, beyond all other treasure, the acquisition of new spells for their spellbooks. Magic-users learn and add new spells through several methods.

1. **Gaining a Level:** A magic-user may add 2 spells to his spellbook when advancing in level. The spell chosen must be of a level the character can cast.

Example: Upon attaining 6th level, a Spugnoir may add two spells, with spell levels of 3 or less, to his spellbook.

2. **Deciphering Scrolls and Spellbooks:** To decipher spells in another's magic-user's spellbook or a scribed in a scroll, a character must first cast Read Magic on the spell to be deciphered. Once the character successfully casts Read Magic, the character can copy it to his spellbook if of sufficient level (see below). Spells on scrolls that are deciphered with Read Magic may also be cast from the scroll, so long as the spells appear on the magic-user spell list and the magic-user has access to spells of that spell level.

If any spell-user acquires a scroll inscribed with a spell of a level too high for him to cast, he can still try to cast it from the scroll. In order to successfully cast the spell, the would-be caster must make a Concentration Check with a DC equal to 10 + the spell's level. On a failed roll, the spell fails and disappears from the scroll. If the Concentration Check roll was a "natural 1", the spell effect is reversed or targets the caster (as determined by the DM).

If cast from a scroll, the spell disappears and may not be copied into the magic-user's spellbook.

3. **Learning and Copying Spells:** A character must first decipher the spells to be learned as described above. The character learns and transcribes the deciphered spell by studying and copying it for 1 day for each spell level of the spell (0-level spells still take one day to learn). Magic-users may only scribe spells that they are able to cast (i.e. that are of a spell level that they have spell slots for). This restriction may be circumvented through use of the Write spell.

A spell takes up 1 page of the spellbook for each level of the spell (0-level spells take up 1 page each). A normal spellbook has 100 pages. Materials for writing a spell cost 50 gp per page.

4. **Replacing Spellbooks:** A lost spellbook may be replaced through several methods.

If the character already has a particular spell prepared, the character can write it directly into a new book at a cost of 50 gp per page. The process wipes the prepared spell from the character's mind, just as casting it would.

If a known spell is not prepared the character may not reconstruct it from memory but can transcribe it from a borrowed spellbook. Spells transcribed from a borrowed spellbook must first be deciphered with a Read Magic spell. Rewriting known spells into a new spellbook takes 2 hours for each spell level of the re-written spells and costs 50 gp per page of the spell. Spells take up 1 page of the spellbook for each level of the spell (0-level spells take up 1 page each).

5. **Research:** Additionally, arcane casters can research a spell independently (see page 90). Only the creator of such a spell can prepare and cast it, unless the character decides to share it with others.

Divine Spells

Characters who can cast divine spells undertake a certain amount of study of divine magic between adventures. Divine casters learn and add new spells through several methods.

1. **Gaining a Level:** Divine casters know, and can prepare, all of the spells listed for the spell levels that they have spell slots for. When a divine caster gains spell slots for spells of a new level, the character automatically knows and can prepare all spells of that spell level.

Example: A cleric reaching 3rd level is granted knowledge of all 2nd level cleric spells by their deity and may prepare them.

2. **Research:** Additionally, divine casters can research a spell independently (see pages 90-91). Only the creator of such a spell can prepare and cast it, unless the character decides to share it with others. Some creators share their research with their churches, but others do not. The character can create a magic scroll (provided they are of high enough level) or write a special text, similar to a spellbook, to contain spells that the character has independently researched.

Other divine spellcasters who find the spell in written form can learn to cast it, provided they are of sufficient level to do so and may normally cast the same type of spells as the written spell's creator (i.e. a paladin could learn to cast a spell written by a cleric, while a ranger could cast a spell written by a druid). The process requires deciphering the writing (see Deciphering Scrolls and Spellbooks above).

Spell Description Format

Academies of magic group spells into nine categories, called schools of magic. Scholars, particularly arcane spellcasters, apply these categories to all spells, believing that all magic functions in essentially the same way, whether it derives from rigorous study or is bestowed by a deity. The schools of magic help describe spells; they have no rules of their own, although some rules refer to the schools.

Schools of Magic

Spellcasters categorize their spells into schools. Each spell listed belongs to one of the following schools. All magic-user cantrips, as well as the Enchant an Item and Permanency spells belong to more than one school, allowing them all to be cast by specialist magic-users:

- **Abjuration:** Abjuration spells are protective in nature, though some of them have aggressive uses. They create magical barriers, negate harmful effects, harm trespassers, or banish creatures to other planes of existence.
- **Alteration:** Alteration spells change the properties of a creature, object, or environment. They might turn an enemy into a harmless creature, bolster the strength of an ally, make an object move at your command, or enhance a creature's innate healing abilities to rapidly recover from injury. Alteration spells are commonly referred to as transmutation spells due to their effects.
- **Conjuration/Summoning:** Conjuration/Summoning spells involve the transportation of objects and creatures from one location to another. Some spells summon creatures or objects to the caster's side, whereas others allow the caster to teleport to another location. Some conjurations create objects or effects out of nothing.
- **Divination:** Divination spells reveal information, whether in the form of long-forgotten secrets, glimpses of the future, the locations of hidden things, the truth behind illusions, or visions of distant people or places.
- **Enchantment/Charm:** Enchantment/Charm spells affect the minds of others, influencing or controlling their behavior. Such spells can make enemies see the caster as a friend, force creatures to take a course of action, or even control another creature like a puppet.
- **Invocation/Evocation:** Invocation/Evocation spells manipulate magical energy to produce a desired effect, such as calling up blasts of fire, walls of ice, or fields of force magic.
- **Illusion/Phantasm:** Illusion/Phantasm spells deceive the senses or minds of others. They cause people to see things that are not there, to miss things that are there, to hear phantom noises, or to

remember things that never happened. Some illusions create phantom images that any creature can see, but the most insidious illusions plant an image directly in the mind of a creature. Some illusion spells draw energy from the Demiplane of Shadow in order to create quasi-real objects and effects.

A rule of illusions is that an illusion is only as good as the caster who created it. They draw from personal experience, so a caster cannot create a truly believable illusion unless he is intimately familiar with whatever he is attempting to create.

- **Necromancy:** Necromancy spells manipulate the energies of life and death. Such spells can restore life force, drain the life energy from another creature, create the undead, or bring the dead back to life.

Creating the undead through the use of necromancy spells, such as *Animate Dead*, is not a good act, and only evil casters use such spells frequently.

- **Universal:** Consider universal magic to be Sorcery 101; without the basic spells in this school, magic-users are incapable of continuing their studies in the other schools of magic. Therefore, all magic-users have access to the spells in this school, regardless of specialization.

Casting Spells

A character must make all pertinent decisions about a spell (range, target, area, effect, etc.) when the character begins casting, unless the spell specifies otherwise. The character must make some choice about whom the spell is to affect or where the effect is to originate, depending on the type of spell. You apply whatever result a spell entails using the spell's description.

To cast a spell, the character must be able to speak (if the spell has a verbal component), gesture (if it has a somatic component), and manipulate the material components (if any). The spell descriptions indicate which components are necessary. If the character ever tries to cast a spell in conditions where the characteristics of the spell (range, area, etc.) cannot be made to conform, the casting fails and the spell is wasted.

Casting Time

Most spells require a single action to cast, but some spells require a minute or more time to cast. Spells that can be cast as instantaneously, such as *Feather Fall*, take a fraction of a second to bring about and are cast in response to some event. If a spell can be cast instantaneously, the spell description describes when the caster may do so.

Certain spells require more time to cast: minutes or even hours. When casting a spell with a casting time longer than a single action, the caster must spend their action each turn casting the spell and must maintain concentration while doing so (see "Concentration Checks" below).

Concentration Checks

To cast a spell, the character must concentrate. If something interrupts the character's concentration while the character is casting, the spell is lost and marked off the character's list of prepared spells. The Dungeon Master may allow a Concentration Check (a special Saving Throw using the ability score that the caster uses to set their spell Saving Throw DCs) to see if the spell is disrupted, and lost, or not.

All spellcasters attempting to cast spells while engaged in melee must make a Concentration Check in order to successfully cast that spell. The DC of this check is equal to 10 + the level of the spell he is trying to cast.

If damaged while casting a spell, the Concentration Check DC is 10 or ½ the damage taken, whichever is higher. For effects that do not inflict damage the DC is 10 for distractions, such as casting in the following condition: strong winds, while mounted, while onboard a pitching ship, or while in a driving rain. Major hindrances, such as casting while entangled, grappled, caught in an earthquake, or while moving at high speed on a galloping mount or in a bouncing wagon, raise this DC to 15 or higher.

Anything that could break the character's concentration when casting a spell can also break the concentration necessary to maintain a spell.

Using Scrolls

Scrolls are spells reduced to a portable form. Not only does a scroll contain the text of a spell, all the necessary components, except verbal, have been magically incorporated into the scroll. Before using a scroll, a character must decipher it by casting *Read Magic*. The character can then read the scroll aloud, casting the spell contained on it just as if the character had the spell prepared.

The spell's casting time, range, area of effect, duration and all other details and limitations are no different. A spell contained on a scroll may only be cast once. When a spell is cast from a scroll, the spell disappears or destroys the scroll.

There are some limitations on scroll use, of course. The spell must be on the caster's spell list in order to be cast, and the caster must be of a high enough level to cast the level of spell found on the scroll.

A character can attempt to use a scroll to cast a spell of a level they are not normally able to cast (provided that it appears on their spell list) but must first make a Concentration Check (see above) to do so. The DC of the check is 10 + the spell's level. Failure indicates that the spell fails and that the scribed spell disappears. If the Concentration Check roll was a "natural 1", the spell effect is reversed or targets the caster (as determined by you).

Example: A 2nd level magic-user deciphers a scroll bearing *Teleport*, which is a 5th level spell. The magic-user attempts to cast the spell from the scroll, but he must first make a successful Concentration Check with a DC of 15.

Range

A spell's range is the maximum distance from the spellcaster that the spell's effect can occur, as well as the maximum distance at which the caster can designate the spell's point of origin. The character aims a spell by making some choice about whom the spell is to affect or where the effect is to originate, depending on the type of spell. If any portion of the spell's area extends beyond the range, that area is wasted.

Sometimes the range of a spell is only personal (the spell effects only the caster or emanates from the caster) or touch (the caster must touch a creature or object to affect it), as noted in the spell description. When targeting an unwilling creature with a touch spell, the caster must successfully touch his opponent with his hand. If the attacking spellcaster hits with a melee attack the spell is delivered to the targeted creature.

There are four distance ranges for spells: 30' (Close), 100 feet (Medium), 400' (Long), and unlimited (reaching anywhere on the plane of existence). Some spells have no standard range category, just a range expressed in feet. Some spells create or summon things rather than affecting things that are already present. The character must designate the location where these things are to appear, either by seeing it or defining it. Range determines how far away an effect can appear, but if the effect is mobile it can move without regard to the spell's range (unless otherwise stated in the spell's description).

Targets

A typical spell requires the caster to pick one or more targets to be affected by the spell's magic. A spell's description tells the caster whether the spell targets creatures, objects, or a point of origin for an area of effect (described below).

Unless a spell has a perceptible effect, a creature might not know it was targeted by a spell at all. An effect like crackling lightning is obvious, but a subtler effect, such as an attempt to read a creature's thoughts, typically goes unnoticed, unless a spell says otherwise.

If the caster casts a targeted spell on the wrong sort of target, the spell has no effect and is lost.

Line of Sight: To target something, the caster must have a clear path to it, so it can't be behind total cover.

If the caster places an area of effect at a point that he can't see and an obstruction, such as a wall, is between the caster and that point, the point of origin comes into being on the near side of that obstruction.

Targeting Oneself: If a spell targets a creature of the caster's choice, the caster can choose himself, unless the creature must be hostile or specifically a creature other than the caster. If the caster is in the area of effect of a spell he casts, he can target himself. If the target of a spell is the caster, the caster does not receive a Saving Throw and Magic Resistance does not apply.

Area of Effect

Spells such as Burning Hands and Cone of Cold cover an area, allowing them to affect multiple creatures at once.

A spell's description specifies its area of effect, which typically has one of five different shapes: circle, cone, cube, cylinder, line, or sphere. Every area of effect has a point of origin, a location from which the spell's energy erupts. The rules for each shape specify how the caster positions its point of origin. Typically, a point of origin is a point in space, but some spells have an area whose origin is a creature or an object.

A spell's effect expands in straight lines from the point of origin. If no unblocked straight line extends from the point of origin to a location within the area of effect, that location isn't included in the spell's area. To block one of these imaginary lines, an obstruction must provide total cover, as explained on page 68.

- **Circle:** The spell radiates from a chosen point of origin (or from the caster, in some instances) affecting whatever lies within its area of effect. This area lies along a horizontal plane.
- **Cone:** A cone extends in a direction the caster chooses from its point of origin. A cone's width at a given point along its length is equal to that point's distance from the point of origin.

A cone's area of effect specifies its maximum length. A cone's point of origin is not included in the cone's area of effect, unless the caster decides otherwise.

- **Cube:** The caster selects a cube's point of origin, which lies anywhere on a face of the cubic effect. The cube's size is expressed as the length of each side.

A cube's point of origin is not included in the cube's area of effect, unless the caster decides otherwise.

- **Cylinder:** A cylinder's point of origin is the center of a circle of a particular radius, as given in the spell description. The circle must either be on the ground or at the height of the spell effect. The energy in a cylinder expands in straight lines from the point of origin to the perimeter of the circle, forming the base of the cylinder. The spell's effect then shoots up from the base or down from the top, to a distance equal to the height of the cylinder. A cylinder's point of origin is included in the cylinder's area of effect.

- **Line:** A line extends from its point of origin in a straight path up to its length and covers an area defined by its width.

A line's point of origin is not included in the line's area of effect, unless the caster decides otherwise.

- **Sphere:** The caster selects a sphere's point of origin, and the sphere extends outward from that point. The sphere's size is expressed as a radius in feet that extends from the point.

A sphere's point of origin is included in the sphere's area of effect.

Obstacles: Some spell effects are affected by obstacles. The character must have a clear line of effect to any target that the character casts a spell upon or to any space in which the character wishes to place the point of origin for an area of effect spell.

For circles, cones, cylinders, and spherical spells, the spell only affects areas, creatures and objects to which it has line of effect from its origin (a circle's center, a cone's starting point, a cylinder's circle, or a spherical spell's point of origin). An otherwise solid barrier with a hole of at least 1 square foot through it does not block a spell's line of effect.

A caster aims a ray as if using a ranged weapon but requires no attack roll to strike his target. The character must be able see the creature he is trying to hit, as with any other targeted spell. Note that intervening creatures and obstacles can block the caster's line of sight to his target.

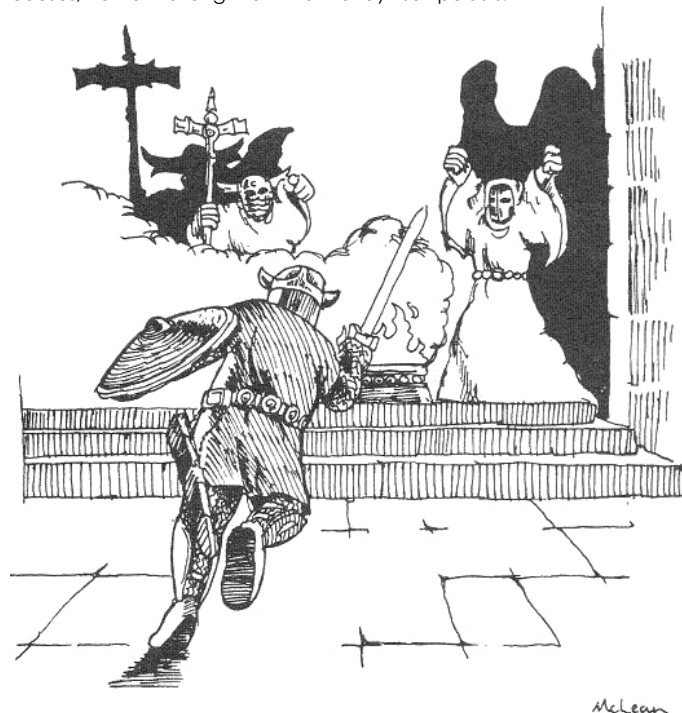
Duration

Duration measures how long a spell's effect lasts. Durations are measured in rounds, minutes, hours, or some other increment. When the limit is up, the magic goes away and the spell ends. Some spells have a permanent duration and some require the caster to concentrate in order to maintain that spell's effect. A spellcaster can typically dismiss personal spells as a free action, before the duration ends, unless the spell description states otherwise. A spell that requires concentration is dismissible by its very

nature. Some spells specify that their effects last until the spells are dispelled or destroyed.

Many spells are instantaneous. The spell harms, heals, creates, or alters a creature or an object in a way that can't be dispelled, because its magic exists only for an instant.

If a ray spell has a duration, the duration refers to the effect that the ray causes, not to the length of time the ray itself persists.



Concentration: Some spells require the caster to maintain concentration in order to keep their magic active. If the caster loses concentration, such a spell ends.

If a spell must be maintained with concentration, that fact appears in its "Duration" entry, and the spell specifies how long the caster can concentrate on it. The caster can end concentration at any time (no action required). Sometimes a spell lasts for a short time after the character ceases concentrating. In these cases, the spell effects continue for the stated length of time after the character stops concentrating. Otherwise, the character must concentrate to maintain the spell but the character cannot maintain it for more than the stated duration in any event.

Normal activity, such as moving and attacking, doesn't interfere with concentration. The following factors can break concentration:

- Casting another spell that requires concentration. The caster loses concentration on a spell if the caster casts another spell that requires concentration. The caster can't concentrate on two spells at once.
- Taking damage. Whenever the caster takes damage while concentrating on a spell, the caster must make a Concentration Check (a Saving Throw using the ability score that the caster uses to set their spell Saving Throw DCs) to maintain concentration. The DC equals 10 or $\frac{1}{2}$ the damage taken, whichever number is higher. If the caster takes damage from multiple sources, such as an arrow and a dragon's breath, the caster makes a separate Concentration Check for each source of damage.
- Being incapacitated, grappled, or killed. The caster loses concentration on a spell if incapacitated or killed. The DC to maintain concentration while grappled is 15.
- As DM, you might decide that certain environmental phenomena, such as a wave crashing over a caster while he's on a storm-tossed ship, requires the caster to succeed on a DC 10 Concentration Check to maintain concentration on a spell. See page 78 for more information on Concentration Checks.

Combining Magical Effects: The effects of different spells add together while the durations of those spells overlap. The effects of the same spell cast multiple times don't combine, however. Instead, the most potent effect - such as the highest bonus - from those castings applies while their durations overlap.

Example: If two clerics cast Bless on the same targets, those characters gain the spell's benefit only once.

Saving Throw

Most harmful spells allow an affected creature to make a Saving Throw in order to avoid some or all of the spell's effect. A spell's description details whether that spell allows a Saving Throw, what type of Saving Throw is made, and the effect of a successful save. If a spell does not include a Saving Throw entry, then assume no Saving Throw is allowed. A spell's Saving Throw DC is equal to 10 + the spell level + the caster's applicable ability modifier unless specified otherwise. As such, a 5th level spell cast by magic-user with a 15 Intelligence would have a DC of 16.

Example: A Charm Person cast by a 1st level bard with an 18 Charisma has a DC of 14 (10 + 1 for the spell level + 3 for the bard's Charisma modifier).

Ability Score	Ability Modifier	Base Spell DC
1	-5	-
2	-4	-
3	-3	-
4-5	-2	-
6-8	-1	-
9-12	+0	10 + spell level
13-15	+1	11 + spell level
16-17	+2	12 + spell level
18	+3	13 + spell level
19	+4	14 + spell level
20	+5	15 + spell level
21	+6	16 + spell level
22	+7	17 + spell level
23	+8	18 + spell level
24	+9	19 + spell level
25	+10	20 + spell level

A creature that successfully makes a Saving Throw against a spell without obvious physical effects feels a hostile force or a tingle but cannot deduce the exact nature of the attack. Likewise, if a creature's Saving Throw succeeds against a targeted spell, the caster senses that the spell has failed. The caster does not sense when creatures succeed at Saving Throws against area of effect spells.

A creature can voluntarily forego a Saving Throw and willingly accept a spell's result.

Negates:	This term means that the spell has no effect on an affected creature that makes a successful Saving Throw.
Partial:	The spell causes an effect on its subject, but a successful Saving Throw means some lesser effect occurs.
Half:	The spell deals damage, and a successful Saving Throw halves the damage taken (round down).
None:	No Saving Throw is allowed.

Magic Resistance

Magic Resistance, not to be confused with resistance to one or more specific spells, is handled differently than all other resistances (see the Resistances section on page 74).

While most resistances give their bearer a specified Saving Throw bonus, Magic Resistance has the potential to utterly negate magical effects cast upon the magic-resistant creature or object.

Magic Resistance is a special defensive ability. A defender's Magic Resistance grants them an additional measure of protection against magical attacks. If a spell is being resisted by a defender with Magic Resistance, the caster of the spell must pass a Concentration Check (see page 78) with a DC equal to 5 + the target's Magic Resistance rating. If the caster fails this check, the spell has no effect.

The Magic Resistance line of the descriptive text of a spell description explains whether or not the Magic Resistance applies, as some spells are not affected by a target creature's Magic Resistance. Magic Resistance applies even if a given spell also allows the target creature a Saving

Throw. The effects of Magic Resistance, if any, are applied first, and then the creature may also make a Saving Throw. In most cases, Magic Resistance applies only when a resistant creature is targeted by the spell, not when a resistant creature encounters a spell that is already in place, such as a Wall of Iron.

Magic resistant creatures or objects are not immune to events that occur as the consequence of spells, only to the direct energy created or released by a spell. Thus, Magic Resistance is effective against a Magic Missile (targeted at a creature or object) or a Fireball spell (damaging the area the creature or object is in).

Magic Resistance is not effective against an earthquake caused by a spell. While the target could suffer injury or death falling into a chasm the spell opens under it, the magical energy of the spell was directed at the ground, not the target. The following guidelines detail the effects of Magic Resistance in relation to various types of magic:

- **Individually Targeted Spells:** By definition, these spells affect just one target, and only the target gains the benefits of Magic Resistance. If a spell of this type is directed at several targets, each target rolls independently of the others. An example is a Magic Missile spell aimed at four creatures with Magic Resistance. Each would require the caster to make a Magic Resistance roll for the spell to take effect against that creature.
If the Magic Resistance roll is failed, the spell has no effect on that target. If several targets are involved, the spell could still affect others if the caster passed his Concentration Check against those targets.
- **Area-Effect Spells:** These spells are not targeted on a single target, but on a point of origin. The spell's effect encompasses everything within a set distance of that point. A successful Concentration Check must be made to effect each target with Magic Resistance. Should the check(s) fail, however, the spell is not negated and still applies to all others in the area of effect.
- **In-Place Spells:** These spells operate continuously in a particular place or on a particular creature, character, or object. Once a creature or object with Magic Resistance come into contact with that spell, a Concentration Check is made on the caster's behalf whether or not he is present. Success indicates that the spell affects the target while failure indicates that the target may ignore the spell's effects.
- **Permanent Spells:** Magic Resistance is insufficient to destroy a permanent spell. Instead, the target may ignore the spell's effects as per the guidelines given for in-place spells for as long as it is in the area of effect. Should it leave the area and return, it would require another Concentration Check to see if the magic resistant creature is affected or not

While Magic Resistance enables a creature or object to ignore the effects of spells and spell-like powers, it does not protect the creature or object from magical weapon attacks or from natural forces that are a direct or accidental result of a spell. Nor does it prevent the protected target from using its own abilities or from casting spells and using magical items.

A creature with Magic Resistance must voluntarily drop the resistance in order to receive the effects of beneficial spells without the check described above. If a spell does not include a Magic Resistance entry, then assume no Magic Resistance check is allowed.

Components

A spell's component's line includes abbreviations for the components required to cast the spell. Spells can have verbal (V), somatic (S), or material (M) components. If the necessary components are not used, the casting fails. If a material component has a gold piece cost, the cost is listed; otherwise the character can assume that the actual materials involved have no significant monetary value, unless the Dungeon Master rules otherwise.

- **Verbal (V):** A verbal component is a spoken incantation. To provide a verbal component, the caster must be able to speak in a strong voice. A Silence 15' Radius spell or a gag spoils the incantation. A deafened caster must make a Concentration Check to cast a spell with a verbal component. The DC of this check is equal to 10 + the spell's level.

- **Somatic (S):** A somatic component is a measured and precise movement of the hand or some other part of the body. The caster must have at least one hand free to provide a somatic component.
- **Material (M):** A material component is a physical substance or object that focuses a spellcaster's energies during the casting process. The component is destroyed in the process of casting a spell unless the spell description states otherwise.

Divine casters may use a focus in place of any material component that does not have a cost in gold pieces. This focus is a holy symbol for clerics and paladins, a musical instrument for bards, and a sprig of mistletoe for druids and rangers. Holy symbols, bardic instruments, and mistletoe sprigs are not destroyed through spellcasting.



Reversible Spells

Some spells are reversible (they can be cast for an effect opposite to that of the standard spell). This is noted after the spell name. Spellcasters with reversible spells must prepare the desired version.

Example: A cleric who desires a Cause Light Wounds spell must petition for this form of the Cure Light Wounds spell when meditating and praying.

Note that severe penalties can result if the spell choice is at variance with a divine spellcaster's alignment (possible penalties include denial of specific spells, entire spell levels, or even all spells for a certain period). The exact result (if any) depends on the reaction of the caster's divine patron, as determined by the DM. When an arcane caster learns a reversible spell, both forms are recorded in their spell books. However, the arcane caster must still decide which version of the spell he desires to cast when preparing the spell, unless the spell description specifically states otherwise.

Example: A magic-user who has prepared Stone to Flesh and desires to cast Flesh to Stone must wait until the latter form of the spell can be prepared (i.e., he rests eight hours and prepares spells again). If he could prepare two 6th level spells, he could prepare each version once.

MAGIC ITEM CREATION AND SPELL RESEARCH

Magic-users, clerics, and druids are constantly devising new and interesting applications for their magical powers. It seems to be a part of the job description; most player characters dive into research and item enchantment as soon as they reach the required level and set aside enough money for an appropriate laboratory, altar, or sacred grove.

At first glance, these activities may seem like they're not worth the time and the trouble. After all, creating a new magical item or researching a new spell can be a lengthy and expensive undertaking, uncertain of success. In fact, many DMs will require a PC magic-user, cleric, or druid to embark on several adventures - some quite hazardous - in order to obtain the knowledge or materials necessary. More than one character has allowed his ambition to lead him into expensive or fatal mistakes.

While item creation and research are difficult and tedious endeavors, they can also be extremely rewarding. First of all, player characters confronted with a specific problem may be able to devise a spell or item that can respond to that problem perfectly. Secondly, new items or spells have the advantage of surprise; everyone knows what a Fireball is and how it works, but Falgrim's Incandescent Strike is another matter entirely! New spells or items can provide player characters with defenses or capabilities never before seen in a campaign.

Magical item creation and spell research are discussed together in this section because they represent one of the most rewarding and interesting aspects of the AD&D game; the ability of a character to create something that will outlast his own career (or even lifetime, in some cases!), becoming a permanent part of the DM's campaign world. After all, spells and items with names attached to them were first created by adventuring magic-users, clerics, and druids no different from any other player character. What magic-user doesn't dream of being known as the next Rary, Sustarre, Bigby, or Otiluke?

Magic Item Creation Overview

In many AD&D campaigns, characters are defined by their magical items. Rings, potions, boots, cloaks - all kinds of devices exist that are designed to let a character break the rules of the game in one way or another. Controlling the player character's acquisition of powerful magical items may be one of the most important jobs of the DM, since too little can lead to boredom or stagnation, while too much can create an ever-spiraling elevation of power gaming and wreck a good game even faster.

Just because a character has the ability to make a magical item, the DM shouldn't wave his hand and let the item appear in the campaign. It's important to strictly enforce the details of magical item creation, since this is a character power that can unbalance a game very quickly. The point is for the player to appreciate all the trouble and effort his character goes through in order to create even simple items. Forging a powerful item may take a character out of the campaign for months. Some ideas for strange materials and components for magical items are included in order to widen the range of bizarre quests and riddles a DM can throw at a character while he's working on his next potion or devising a new ring or wand.

Standard Versus Nonstandard Items

A character isn't limited to duplicating magical items that appear in the Dungeon Master's Guide. He can choose to devise completely new magical items, tailored to his own needs and tastes. However, the character can attempt to create new items as he sees fit. Some may be simple variants of existing items - for example, there's no reason a ring of displacement wouldn't work as well as a cloak of displacement. Other items can incorporate powers never before seen in a magical item. Generally, variant items increase the DC of the final Concentration Check by 1, while nonstandard items increase the DC by 2.

Specialist Magic-Users

Some magical items very clearly duplicate the effects of certain spells or specialist schools. For example, a wand of polymorphing is obviously an item with strong ties to the school of alteration, while a wand of fireballs belongs in the school of invocation/evocation. If the DM agrees that the item in question does indeed fall into the character's

specialty, the magic-user gains a +2 bonus on his Concentration Check when creating the item.

Special Ingredients

Creating an enchanted item is difficult. Even the simplest devices require extraordinary materials and processes. In many cases, characters find that an item just isn't worth the trouble of gathering the components, treating or refining them, and then weaving the spells that empower the final product. The DM's best means for controlling player character item creation is through the special ingredients required by a particular item.

There are two types of special ingredients: materials and processes. Materials are just what one would think - components that are actually incorporated into the structure of the item. Processes are steps that somehow refine, imbue, or alter the basic item. In either case, the ingredient can range from common to exotic, embracing almost anything imaginable.

Materials

As a general rule of thumb, more powerful items require more unusual materials. Materials may actually represent physical components of the item in question - the metal used to forge a ring or a rod, the wool from which a cloak is woven - or materials might be additives or refinements, such as a handful of pixie dust for a *potion of flying*, or the scales of a giant snake that are incorporated in a *phylactery of proof against poison*. Materials can be completely nonmaterial, metaphorical ingredients as well as tangible substances.

The courage of a knight, the spirit of a mountain, or the breath of a butterfly are all examples of this type of ingredient. A player character may have to exercise quite a bit of ingenuity and inventiveness to capture these rare qualities or essences!

Materials are divided into three general categories: common, rare, and exotic.

- Common materials can be acquired almost anywhere. Steel, leather, bone, cloth, oak staves, and other such things are all common materials. Note that items suitable for enchantment must be made of the finest materials available, so a magic-user might have to commission an ore-smelter to create the very purest steel available. Even the most common magical items require materials worth 100 gp, at a bare minimum! Intangible common materials could include the tears of a maiden, the strength of a smith, or the essence of a rose.
- Rare materials are more difficult to find or more expensive. A particular type or grade of silk, diamonds, roc feathers, ebony, a wizard's bones, or iron smelted by a master dwarven smith would be rare. Intangible materials could include the tears of a heartbroken maiden, the strength of a king, or the essence of rose harvested on the first night of a new moon. Common materials produced or gathered under unusual circumstances - such as the rose essence just described - also count as rare.
- Exotic materials can only be acquired through an adventure on the part of the character. Silk woven from a phase spider, a faceted diamond never exposed to light, an archmage's bones, a lock of a goddess's hair, or steel smelted from a fallen star are all exotic materials; intangible materials might include the tears of a heartbroken princess, the strength of the greatest king in the world, or the essence of a rose harvested by the light of a comet that returns once every twenty years.

Processes

Almost anything that alters, changes, decorates, or aids in the production of an item without becoming part of the final piece is a process. Naturally, the exact nature of the process varies with the physical form of the item; potions might be mixed or brewed in a special retort, boiled over a fire fueled by an unusual substance, stirred in a special fashion, distilled, evaporated, infused, fermented, separated, or purified. Other processes appropriate for various types of item include the following:

- Ink for scrolls can be brewed much like a potion.
- The alloy for metallic rings must be mined, smelted, and then cast in some kind of mold, extruded as wire, or cold-worked. Setting stones, polishing, tempering, inscribing, or etching could finish the

ring. Rings can also be made from nonmetallic substances. Carefully carved stone, wood, or bone are suitable materials.

- Wands and rods can be made of wood, iron, bone, crystal, stone, or almost anything imaginable. These items might require lathing, steeping, tooling, sanding, carving, polishing, enameling, etching, or inlaying.
- Staves are almost always made of wood, but a staff's heels - metal bands that cap the ends - could be made from any number of substances. Staves can be lathed, carved, steeped, tooled, sanded, inlaid, or set with crystals or stones.
- Functional weapons and armor can be made from iron, bronze, steel, or any of a variety of fantastic alloys. Arms of +3 value are made from special meteoric steel, +4 weapons or armor are made from mithral-alloyed steel, and +5 arms are of adamantite-alloyed steel. Processes used to make these items include mining, smelting, refining, forging, casting, tempering, cooling, etching, inlaying, sharpening, and enameling or painting.
- Other items could be beaten, boiled, embroidered, engraved, carved, painted, smoked, cured, glazed, decorated, upholstered, tempered, lacquered, cooled, or heated in some way. Take a look at the appropriate skill descriptions for an idea of some of the processes involved.

Common processes could include chasing, engraving, marking, or finishing in any of the manners described above. Rare processes would add a hard-to-find material - embroidering with gold thread, boiling in the skull of a wizard, or painting with pigment made from the blood of a cockatrice. Exotic processes could include such things as steeping the item or its components in the energies of the Positive Material Plane, smoking it over a fire fueled by branches of Yggdrasil, the World Ash, or forging the item with a hammer touched by the hand of a god.

Required Materials and Processes Guidelines

When a magic-user, cleric, or druid creates a magical item, he spends a lot of time and effort seeking a way to impart to his creation the particular qualities and properties he desires. While an exhaustive listing of each standard item's usual components would be beyond the scope of this book (and fairly boring, as well!), we'll take a quick look at some good ideas for components, spells, and processes designed to imbue an item with the powers the character desires.

Qualities are divided into twelve loose categories:

1. Control or domination
2. Charm or influence
3. Perception
4. Bodily alteration
5. Bodily augmentation
6. Movement
7. Resistance and defense
8. Attack or offense
9. Summoning
10. Object alteration
11. Healing and restoration
12. Magical manipulation

Most items fall into at least one, and sometimes two, of these categories.

Control or Charm: Magical devices of this sort exert a compulsion of some kind, forcing compliance from the subject. Unlike items that rely on influence or the power of emotion, control devices allow the caster to dictate commands to the subject, which will then be followed to the letter. Good examples of items that fall into this category include *potions of giant, dragon, or undead control*, or a *ring of mammal control* or *elemental control*.

Materials for these items often include specimens or samples from the creature in question - blood, hair, sweat, or more intangible qualities. Rare or exotic requirements might force the PC to seek out a unique individual among the subject race, such as a frost giant jarl, or a vampire mage.

Rings, rods, and staves of this class might require decorating or engraving with a rune signifying the true, secret name of the subjects

to be affected. A substance that is linked to the subject in some way could be included; for example, a *potion of plant control* might require the sap of a treant since treants have the ability to animate other plants, or the potion might have to be prepared in a vessel carved from a treant's heartwood. Similarly, a powdered gem taken from a king's crown might be required for a *potion of human control*.

In many cases, some form of Charm, Geas, or Dominate spell will be required to enchant the item.



Influence or Emotion: Magical devices with these properties enable the wielder to exert unusual influence over the subject or impart an emotional state of some kind without gaining the ability to direct and control his movements. It is a subtler type of enchantment than outright control or domination, with more persistent effects that often highlight a player's roleplaying ability. The wielder of the item is not able to actually order the subjects about but instead presents the subject with strong preferences or impulses that the subject is free to pursue as he sees fit. The least subtle of these items simply delivers an overwhelming emotion, such as fear or panic, to send the victims into instant flight. A *ring of human influence*, *wand of fear*, or *philter of love* all fall into this category.

Unlike the control and charm devices, many devices in this category enhance the caster's Charisma or eloquence, without regard to the subject's race. Materials associated with the emotion required are often incorporated into magical items of this type; for example, a *wand of fear* might require a bone from a lich or the terror of a coward. Items that confer persuasiveness to a character might require something from a creature with natural charm or beguiling powers, such as a snake's tongue or wood from the tree of a dryad.

Processes could include such things as etching the item with the tears of a liar, engraving it with the secret name of a terrifying fiend, or tempering it on the altar of a deity of love or trickery. Rods, rings, and wands of this type are often chased with metals related to the emotions in question - silver or gold for noble emotions, lead or iron for base ones.

Spells that may prove useful in enchanting these items include such things as Animal Friendship, Emotion, Enthrall, Fear, Suggestion, or Mass Suggestion.

Perception: Magical items of this type extend the wearer's or user's perceptions in some way, enabling him to detect things he could not detect before, or extending the range of his senses beyond his immediate surroundings. Devices that expand the senses include such things as a *ring of x-ray vision*, a *medallion of ESP*, or a *gem of seeing*; items that extend the senses include *potions of clairaudience* or *clairvoyance*, *crystal balls*, and similar items.

Materials often include samples or specimens from creatures who naturally possess the sense in question, such as the wit of a thief, the cunning of a fox, or the pick of a dwarf master miner. In addition, gems, glass, or stones of special clarity or color are often incorporated into devices of this nature.

The processes required may involve more specimens of appropriate origin, such as polishing a magical lens with a paste made from the eye of a giant eagle or steeping a robe of eyes in the ichor of an argus. Other processes could include such things as grinding lenses or orbs, sanding items with special mixtures or compounds, magnetizing metal wands, or painting or inscribing an item in a certain design.

All kinds of divination spells - Clairaudience, Clairvoyance, ESP, Detect Lie, or True Seeing, for example - may be part of the item creation process.

Movement: A great number of magical items impart some supernatural means of travel. Some merely augment the wearer's natural abilities, while others open up entire new avenues of movement for the character. There are a number of movement-enhancing items, including *potions of flying* and *levitation*, *boots of speed*, *boots of striding and springing*, *carpet of flying*, *cloak of the bat*, *wings of flying*, and many others.

Once again, specimens from creatures possessing the desired abilities are often important materials. Feathers from rare or unusual birds are frequently used for flying magic, while creatures such as grells or beholders provide levitation properties. Other materials could be more fantastic, such as the essence of the north wind.

Depending on the nature of the item, the process usually serves to seal the magical power into the item. Boots might be stained with a special mixture or soled by a particular craftsman or a special tool. Cloaks might be cured or waterproofed in some unusual way.

Useful spells for items conferring movement powers include enchantments such as Jump, Haste, Fly, Levitate, Teleport, Polymorph, Wind Walk, or Plane Shift.

Bodily Alteration: This common category for magical items imparts some ability or power not normally possessed by the wearer. These abilities are not necessarily offensive or defensive, but they can provide the character with unusual resistances or camouflage in certain situations. Magical items that fall into this category include *potions of diminution*, *growth*, and *gaseous form*; items that confer invisibility, blending, or disguise abilities; and items that provide the wearer with water breathing, adaptation, or the ability to change his own shape. Naturally, this category often overlaps with several others since the alteration of one's form can augment the wearer's powers of movement, attack, or defense.

In addition to materials harvested from creatures with the desired abilities, inert objects with the desired properties can be used as materials for these items. For example, a diamond or crystal of perfect clarity might be useful for invisibility, while the smallest grain of sand on a beach (now there's a challenge!) might be required for diminution. Steam from a certain volcano, or wood from a vampire's coffin, could impart gaseous form.

Since many of the items in this category are potions, any process that is reasonable for creating a potion could be used. Other items might be steeped in special solutions designed to imbue them with the desired powers, or polished or painted with the materials required.

Obviously, most of these items have spells that are immediately applicable to the enchantment. Enlarge or its reverse are good for diminution and growth; Invisibility, Water Breathing, Polymorph, and Change Self may all be useful for items of this type.

Bodily Augmentation: Items of this type increase abilities or skills that the wielder already possesses by making him stronger and more dexterous, increasing his effective level, or augmenting his skills in a specific way. Examples include a *potion of giant strength* or *heroism*, a *girdle of giant strength*, *bracers of archery*, or *gauntlets of dexterity*. The chief difference between this category and the previous one is that augmentation changes existing abilities, while alteration provides abilities the character would not otherwise have.

There are three major classes of item that can augment the user's natural abilities: potions, girdles and gauntlets, and books. Potions often feature the hair, blood, or sweat of a creature possessing the desired qualities - a giant of the appropriate type for a *potion of giant strength* or a great hero for a *potion of heroism*. Materials for persistent items might include such things as an arrow carved by a master elf fletcher, leather from the belt of a giant chieftain, or steel worked by the strongest ogre in the land. Belts, gauntlets, and other such things require curing, cutting and shaping, etching or inscribing, piercing, applying metal studs or fasteners, and finishing with various rubs or mixtures.

Spells that the character may find useful include enchantments such as Strength, Bless, Prayer, or Spider Climb.

Resistance or Defense: This large category includes all kinds of devices that provide the user with a resistance, defense, or immunity to some attack form. These can be divided into two subcategories: physical defenses, which protect the user from direct attack, and magical

defenses, which negate specific forms of damage. A few items in this class provide some benefits against both physical and magical attacks. Examples of items with resistance or defensive powers include all kinds of magical armor, *potions of fire resistance* or *invulnerability*, the various sorts of *protection scrolls*, *rings of mind shielding*, *sustenance*, or *protection*, *cloaks of protection* or *displacement*, and many others.

Naturally, favored materials include those that are resistant to the type of damage defended against by the item. These can be minerals or substances that possess the qualities desired - diamonds for hardness, special clay or crystal for acid resistance, various metals and alloys for strength and resilience - or samples from a creature known for a certain defense, such as the hide of a displacer beast or blink dog, the scale of a dragon, or the shell of a giant tortoise. Finally, substances inimical to the creature could be used to make a ward; garlic, holy symbols, or holy water could be incorporated into an *amulet versus undead*.

Intangible materials such as a knight's courage, a moonbeam, or the morning mists on a sylvan lake may be required instead of physical substances. A *scarab versus golems* might require the animating spark of a flesh golem, or the pity of an iron golem.

Items of this class take many shapes and forms, but potions, armor, clothing, and jewelry are the most common varieties. The processes involved depend on the exact form of the item. However, processes designed to lend strength - tempering, shellacking or enameling, or bonding - are frequently used to finish these items. Any number of spells provide defenses or resistances of some kind; these may be useful in the creation process.

Healing and Restoration: Resistances generally prevent injury from taking place, but magic of this category concentrates on the swift repair of damage or adverse conditions. Some types of item instead offer enhanced health or longevity; in general, if an item affects the metabolism of the wearer for the purpose of preserving his health, it falls into this category instead of bodily augmentation. Items in this category include *potions of healing and longevity*, *elixirs of health and vitality*, the *ring of regeneration*, *staff of curing*, and *periapts of health or wound closure*.

Many of these devices or brews require herbs, which are special medicines and preparations famed for their healing potency. These herbs may require special harvesting or treatment before they can be incorporated into an item. In addition, animal samples from creatures who enjoy the properties in question can be useful; for example, a *ring of regeneration* may require the heart of a troll, while very long-lived creatures (elves, treants, or dragons) may be useful for magic that prolongs life.

Adventurers are most familiar with potions of this type, and these require the same steps or processes that other potions do - distilling, brewing, aging, purification, and so on. Spells of healing and restoration are often required for creating items of this class, which means that most of these devices are created by clerics and druids.

Attack or Offense: As the largest single category of magical items, these devices with offensive powers range from simple enchanted weapons to mighty staves with a dazzling array of dreadful powers. Most rods, staves, and wands fall into this category along with almost all weapons and a fair number of rings, potions, and miscellaneous magical items. Just like defensive items, attack devices provide the wielder with either combat bonuses or magical effects, and a few (such as a *staff of power*) provide both.

Weapons and other items designed to strike blows at an enemy usually rely on materials designed to grant extraordinary strength, sharpness, flexibility, or lightness and ease of use. Special minerals for the weapon's alloy are quite common. In addition, weapons with special qualities (quickness, wounding, hurling, and so on) may include samples from creatures that naturally possess these powers; a *sword of life stealing* might require the essence of a wraith, while a *mace of disruption* could incorporate the holy symbol of a patriarch dead 1,000 years.

Devices that project magical attacks at the wielder's enemy often require materials that reflect their nature. A *wand of frost* could be made from an icicle, the bones of a frost giant shaman, or the fang of a white dragon. A *staff of thunder and lightning* might require wood taken from a lightning-struck treant; a *ring of shocking grasp* that is etched with a solution made from the blood of electric eels is also

appropriate. Obviously, there is a wonderful variety of ideas to choose from!

The process involved reflects the item in some way. Again, items meant to be employed as weapons will often feature some kind of tempering or strengthening, while other items could be finished in any number of ways. Items of this type that require charges may need certain spells to be cast into them over and over again during the creation process.

Magical Manipulation: Magical items that affect other magical items, provide magical powers to their owners, or somehow augment or enhance the spell capability of their owners belong to this group.

These items are among the most potent in the AD&D game system. This category includes *rings of spell storing*, *spell turning* and *wizardry*; *rods of absorption* and *cancellation*; the *wand of negation*; *pearl of power*; *incense of meditation*; *book of infinite spells*; and *beaker of plentiful potions*.

Generally, items of this sort require either highly magical or highly antimagical materials since they are designed to manipulate the very stuff of magic itself. Magical materials include special alloys of meteoric or extraplanar minerals, as well as things such as a unicorn's horn, a kirin's hooves, the bones of an archmage, or the holy symbol of a saint. Antimagical materials could consist of specimens from creatures with high magic resistance, iron taken from a nonmagical prime material world, or wood from a tree rooted in a magic-dead area in worlds where such places exist.

Processes suitable for items of this type may involve polishing or etching with a solution of magical or antimagical substances, tempering or engraving it in a place of great magical potential (the extraplanar domain of a god of magic, for example), or bathing it in the raw stuff of magic.

Spells suitable for empowering magic-manipulating items include *dweomers* such as *Antimagic Shell*, *Dispel Magic*, *Mordenkainen's Disjunction*, or *Spell Turning*. Clerics may rely on *Imbue with Spell Ability* or *Holy Word*.

Matter Manipulation: Items of this sort are designed to have their greatest effects on inanimate objects or substances by transforming, destroying, or otherwise altering something without making a direct attack. Matter-manipulating devices include a *potion of sweetwater*, *oil of timelessness*, *wand of flame extinguishing*, *decanter of endless water*, *maul of the titans*, or the *horn of collapsing*. While many of these devices have obvious applications as weapons in certain situations, in most cases this is an incidental benefit or hazard of their normal function.

Materials for these items often consist of substances that have the effect desired or animal samples from creatures that can perform the intended action. For example, a *wand of flame extinguishing* could incorporate ice or water from the heart of the Elemental Plane of Water, while a *spade of colossal excavation* might require the ground-up claws of a giant badger to be mixed into the alloy for the shovel's blade. In a couple of cases, the item contains some kind of link to one of the Elemental Planes and produces an endless supply of one substance or another.

The process varies with the type of item; tools may require balancing, sharpening, or tempering of some kind. Spells that may be useful include *Dig*, *Move Earth*, *Temporal Stasis*, *Purify Food and Drink*, and other spells designed to affect objects.

Summoning: Items that summon monsters, servants, or champions to aid the wielder fall into the class of summoning devices. In addition to the devices which obviously bring creatures from distant locales, *figurines of wondrous power* and other objects that transform into living servitors can be considered summoning devices since the overall effect (i.e., the user gains a useful ally of some kind) is much the same. Other summoning items include a *ring of djinni summoning*, *staff of swarming insects*, *brazier commanding fire elementals*, *pipes of the sewers*, and the *horn of Valhalla*.

Summoning devices almost always include materials that are pleasing to the creatures to be commanded, or at least signify them in some way. For example, a *horn of Valhalla* might require the courage of a berserker, iron from the riven shield of a mighty hero, or gold won from a dragon's hoard. Devices built to summon extraplanar monsters often feature material collected on the subject creature's home plane.



The finishing processes of a summoning device usually reinforce the bond with the particular creature by bathing or steeping the item in the creature's blood or by somehow imbuing it with a substance desired by the monster. Several spells may prove useful in creating these items, including Gate, Banishment, Binding, Conjure Elemental, or Planar Binding.

Potion Creation

Among the easiest of items to make, potions range from simple healing brews to potent mixtures capable of taming dragons or restoring a character to complete health and sanity. Some potions can only be manufactured by clerics or druids. These include: the *elixir of health*, *potion of extra-healing*, *potion of healing*, *potion of sweet water*, and *potion of vitality*.

Level Requirements

Clerics, druids, and magic-users must be at least 9th level to create potions. Proficiency in the Craft: Alchemy or Profession: Herbalist skill aids in the creation of potions, as detailed below.

Facilities

Magic-users require a laboratory to brew potions; clerics and druids must have a consecrated altar or sacred grove. A magic-user may need to expand his library in order to obtain the texts and tomes needed for researching the potion's formula. A laboratory must have equipment for the distillation, reduction, and combination of various alchemical agents and products. A sacred site must have relics, religious iconography, incense burners, thuribles, and other items made from fine metals and/or gems. The cost of either type of site is no less than 1,000 gp.

Research

Before a character can brew a potion, he must discover what processes, materials, and special ingredients are required, and how these must be combined for success. This research requires 1d3+1 weeks at a cost of 100 gp per week, but if the character uses a Commune or Contact Other Plane spell to speed his research, he automatically succeeds in the minimum time.

If the character has a full dose of the potion in question to use as a sample, the research takes only one week and costs nothing. However, he still must have access to a laboratory or a holy site in order to conduct the research.

Once a character has researched a potion's formula, he need not research it again; he can create samples of the potion as often as he wishes, as long as he follows the cost and time requirements.

Processes and Materials

Potions that contain only a single-use require one rare material and one common process; potions that provide several doses with one brewing require an exotic material and a rare process. (See Special Ingredients on page 82 for more details.) Potions that normally produce more than one dose include *potion of diminution*, *elixir of health*, *potion of extra-healing*, *potion of fire breath*, *potion of fire resistance*, *potion of invisibility*, *oil of impact*, and *potion of rainbow hues*.

A Craft: Alchemy or Profession: Herbalist skill check may be made to simplify the process of gathering ingredients. The DC for such a check

is 15 for rare ingredients and 20 for exotic ingredients. On a successful check, the potion brewer need not obtain special ingredients before creating a potion; his knowledge of chemicals and reagents, or herb-lore, enables him to simulate these materials.

Cost and Time

Assuming that the character is able to obtain any special or unusual materials required for the potion, it will cost him a number of gold pieces equal to the potion's experience point value to brew the potion. This process takes one day per 100 gp required.

Success or Failure

In order to successfully brew a potion, the character must succeed at a Concentration Check. The DC of this check equals 10 + 1 per 100 XP value of the potion. The maximum DC for brewing a potion is DC 20. This check is made in secret by the DM, because failure indicates that the potion is not successfully created; while failure by 5 or more indicates that the potion is cursed in some way (typically, it becomes a *potion of poison* or *delusion* instead of what it should be). Any "natural 1" on this roll likewise indicates that the potion is cursed.

Example: Khaderine the Enchantress, a 9th level magic-user, decides that she needs to produce a *philter of love* in order to help a prince fall in love with one of her comrades. Khaderine already possesses an adequate library and the alchemical equipment required. As a result, she can begin her research without any additional expense. She uses no special techniques, so the research takes 1d3+1 weeks and costs her 100 gp per week.

After three weeks, Khaderine finishes her research. She discovers that the potion requires the tears of a dryad as a rare material and, with some grumbling, sets out to find a dryad and convince her to shed a few tears for her. One week (and an interesting adventure) later, Khaderine returns to the laboratory with a vial full of dryad tears and sets about brewing her potion. A philter of love is worth 200 XP, so it takes Khaderine two days and 200 gp to brew the potion.

When Khaderine finishes, the DM checks in secret to see if she was successful. The DM rolls a DC 12 Concentration Check for Khaderine (d20 + Proficiency Bonus + Intelligence modifier) and gets a total of 16, indicating success.

Scroll Creation

Like potions, scrolls are fairly easy to manufacture and are also accessible to characters of moderate level.

Scrolls come in two varieties: spell scrolls and protection scrolls. Spell scrolls are exactly what the name implies - scrolls that store spells that can be cast simply by being read. Protection scrolls are special single-use magical items that provide defense against a number of threats.

Scroll Use

While any character may read a protection scroll without the benefit of a Read Magic spell, magic-user spells cannot be cast from a scroll or transcribed into a spell book until a Read Magic spell or effect has been employed by the reader. This can be done at the time of the scroll's use, or the reader can prepare ahead of time by using Read Magic in advance; once magically read, a scroll remains intelligible for the character who reads it. Magic-users, as well as thieves and bards of 10th level and higher, may read and cast magic-user spells from spell scrolls.

Cleric and druid spells do not require a Read Magic spell in order to be used from a scroll. Cleric and paladins may read any clerical spell written on a spell scroll, while druids and rangers can read any druidic spell written on a spell scroll. Thieves and bards of 10th level and higher may read cleric and druid spells from spell scrolls, but only bards may cast them.

Low-level magic-users, clerics, and druids (as well as paladins and rangers with spellcasting ability) may be able to read spells from scrolls that are normally beyond their abilities; even a 1st level magic-user has a chance to pronounce the incantation for a Fireball or Lightning bolt correctly. If any spell-user acquires a scroll inscribed with a spell of a level too high for him to cast, he can still try to use the spell. The reader of the scroll must succeed at a Concentration Check with a DC of 10 + the spell level of the scribed spell.

Failure indicates that the spell fails and that the scribed spell disappears. If the Concentration Check roll was a “natural 1”, the spell effect is reversed or targets the caster (as determined by the DM).

Example: Sagruff, a 1st level magic-user, finds a scroll with a Wish spell inscribed upon it. In order to use the spell, Sagruff must succeed at a DC 19 Concentration Check. His Concentration Check fails (with only a +4 bonus to this check, Sagruff was taking quite a gamble in attempting to cast this spell!).

Had he rolled a “natural 1” on this check, the Wish would have been reversed or twisted in such a way as to harm him or his allies.

Level Requirements

Magic-users, clerics, and druids may create scrolls when they reach 9th level. Any spell the character knows (or has access to, in the case of a cleric and druids) can be placed on a scroll, or the character may attempt to create a protection scroll.

Facilities

Magic-users require access to any kind of laboratory (alchemical, forge, or research) in order to blend the ink for the scroll, although this is a fairly simple task given the right ingredients. Clerics and druids can blend the ink in any reasonable work area, but then must have access to a consecrated altar or grove in order to actually scribe the scroll. The cost of either type of site is no less than 1,000 gp.

Research

There is no research required for spell scrolls or for protection scrolls that mirror spells available to the character.

Example: A magic-user who knows how to cast Antimagic Shell can write a *scroll of protection from magic* without performing any kind of research.

If the scroll has no spell equivalent known to the character, he must research the scroll using the normal spell research rules. To figure out a scroll's effective spell level, divide the experience point value by 500 and then add 2 (Level = XP/500+2). For example, scrolls worth 1,000 experience points are considered 4th level spells;

Protection scrolls that have spell equivalents include the following scrolls. Note that spells such as Dismissal or Antimagic Shell have different spell levels when cast by clerics and magic-users and, as such have different scribing requirements and costs for each class:

Scroll	Spell Equivalent
<i>Protection from elementals</i>	Dismissal
<i>Protection from magic</i>	Antimagic Shell
<i>Protection from petrification</i>	Stone to Flesh
<i>Protection from plants</i>	Antiplant Shell
<i>Protection from poison</i>	Neutralize Poison
<i>Protection from possession</i>	Dispel Evil
<i>Protection from undead</i>	Control Undead
<i>Protection from water</i>	Airy Water

Processes and Materials

Scrolls require three components: some form of paper, a specially blended ink, and a unique quill. Common paper, parchment, or papyrus may be used to create the scroll; paper provides a +1 bonus to the final Concentration Check, while papyrus imposes a -1 penalty. All scrolls require a rare quill of some kind.

Ink for spells of 1st to 3rd level requires a rare ingredient; ink for spells of 4th to 6th level requires an exotic ingredient; and ink for spells of 7th to 9th level requires a rare and an exotic ingredient. (Use the spell equivalents noted above for protection scrolls.)

Example: Dasijan, an 9th level cleric, decides to create a *scroll of protection from poison*, since she and her fellow adventurers intend to go wyvern-hunting. Because Dasijan is capable of casting the spell Neutralize Poison, she does not need to do any research. Because the spell equivalent is 4th level, the scroll requires an exotic material for the ink.

The DM decides that the ink must include nightshade harvested during the dark of the moon, so Dasijan spends a week or more locating the deadly plants and waiting for the proper time to collect them. The quill must be a feather steeped in the venom of an adder, and Dasijan

attends to that as well. Fortunately, her temple is near a good-sized town, and she can easily procure paper.

Cost and Time

Inscribing a spell onto a scroll takes one day per spell level, while creating a protection scroll takes one full week of uninterrupted work. The only cost incurred is that of obtaining the required materials, which is typically no more than 25 gp for 1st to 3rd level spell scrolls, 100 gp for 4th to 6th level spell scrolls, and 250 gp for 7th to 9th level spells. (Use the spell equivalents noted above for protection scrolls.)

A character may reduce or eliminate these material costs by personally gathering them. The DM often provides opportunities for the collection of ingredients, which often involve journeys to distant (and dangerous) locales. In addition, the DM may call upon the player to make a successful Arcana, Nature, Craft: Alchemy, or Profession: Herbalist skill check along the way. The DC for such a check is 15 for rare ingredients and 20 for exotic ingredients.

Success or Failure

In order to scribe a scroll, the character must succeed at a Concentration Check. The DC of this check equals 10 + 1 per spell level (or its equivalent level) for the scroll. The maximum DC for scribing a scroll is DC 19. For scrolls with multiple spells, roll a Concentration Check for each spell scribed. Each check is made in secret by the DM, because failure indicates that the scroll is not successfully scribed; while failure by 5 or more indicates that the scroll is flawed in some way (typically, it becomes a *cursed scroll* instead of what it should be). Any “natural 1” on this roll likewise indicates that the scroll is cursed.

Example: After gathering the necessary materials, Dasijan blends the ink (no cost, since she has collected the materials herself) and begins scribing a *scroll of protection from poison*. This requires one full week, at no particular cost - although the patriarch of her temple suggests that an offering for the use of the altar would be appreciated. Upon her completion of the scroll scribing, the DM checks in secret to see if she was successful. The DM rolls a DC 14 Concentration Check for Dasijan (d20 + her Proficiency Bonus (4) + her Wisdom modifier (2) + 1 because she scribed the scroll on paper) and gets a total of 18, indicating success.

Creating Other Items

This broad category includes all other types of magical items, including rings, wands, staves, rods, miscellaneous magical items, weapons, and armor. Player characters can manufacture almost any kind of magical item appearing in the *Dungeon Master's Guide*, except for magical books, tomes, manuals, librams, grimoires, or artifacts of any kind.

In addition, a player character may be restricted from creating a particular item by his class. Magic-users can create any magical item that is not specifically reserved for the use of clerics or druids (i.e., an item such as a *staff of curing*) or limited to certain races (such as *boots of elvenkind*). Racial items are created by clerics and, occasionally, druids of that particular race.

If an item can be used by other characters as well as clerics or druids (for example, *helm of teleportation*), the magic-user can manufacture that item. On the other hand, clerics, druids, and specialist magic-users can only create items that they can use. For clerics and specialist magic users, this restriction does not include either weapons or armor. When creating an item tied to their chosen school, a specialist magic-user gains a +2 bonus to his Concentration Check.

The most important aspect of an item's enchantment has very little to do with its purpose or form. Magical items are divided into several loose classes that are based on the nature of the enchantment: single-use, limited-use, single-function, and multiple-function.

- **Single-Use Items:** Single-use items are depleted after a single usage. Most potions and scrolls fall into this category, but these have been discussed already. Other single-use magical items include such things as *beads of force*, *incense of meditation*, or any of *Quaal's feather tokens*.
- **Limited-Use Items:** Limited-use items have a set or variable number of charges that may be used before it is expended. Some limited-use items can be recharged, but only if they are recharged before their last charge has been expended. Other limited-use items may

have multiple-functions (see below). Most wands and staves are limited-use items. Other limited-use items include such devices as a *ring of wishes*, *bag of beans*, *scarab of protection*, or the special properties of *armor of fear*.

- **Single-Function Items:** Single-function items have only one power, which functions continuously or on demand. Some single-function items have time limitations, after which they cannot be used until they replenish their magical energy. Some single-function items may feature a limited-use feature, in addition to the persistent powers. Items such as a *ring of shocking grasp*, *amulet of life protection*, *boots of speed*, and *wings of flying* are good examples of single-function items.
- **Multiple-Function Items:** Multiple-function items have more than one power and may also feature additional limited-use powers. Good examples include the *rod of alertness*, *ring of elemental command*, *cloak of arachnida*, or the *helm of brilliance*.

Level Requirements

Magic-users, clerics, and druids must be at least 11th level to create any kind of magical item other than a potion or a scroll. Magic-users are also limited by the spells required to actually create the item - *Enchant an Item*, *Permanency*, and any other appropriate spells. Clerics and druids, on the other hand, do not cast these spells to create items, but instead use a consecrated altar or sacred grove.

Facilities

Magic-users require a well-equipped forge and may need to expand their personal libraries in order to conduct the necessary research. Clerics and druids must have a consecrated altar or sacred grove, as well as the facilities required to create the item to be enchanted. In addition, all who seek to craft magic items may find it very useful to have some skilled assistants nearby.

Research

Before a character can begin work on a magical item, he must first discover the steps necessary to create it! This requires research time and effort. Generally, a character must spend 1d6+1 weeks and 200 gp per week in order to find out how to build the item, although the DM may rule that exceptionally powerful items (5,000 XP value or greater, or any item such as a *girdle of giant strength* that imparts drastic and persistent bonuses to a character) requires consultation with a sage or some special effort on the part of the character to research. Contact other *Plane* and *Commune* spells are particularly useful in this step of

item creation, since the successful use of one of these divinations reduces the research time to the minimum required.

Processes and Materials

The exact nature of the processes and materials required varies from item to item depending on its category and type. However, all items require an *Enchant an Item* spell (or the equivalent religious ceremony), and many require a *Permanency* spell to boot.

Rings: Rings require one common process, usually some type of carving, engraving, pouring, shaping, or forging. In addition to this process, magical rings have other requirements based on their type:

- Single-function rings require one exotic material;
- Multiple-function rings require one exotic material and one exotic process per function;
- Limited-use rings require one exotic material and one exotic process per use.

Rings created by magic-users must be prepared with an *Enchant an Item* spell and finished with a *Permanency* spell, although charged rings such as the *ring of the ram* do not require the *Permanency* spell, since they can be recharged. Naturally, the character must also cast any spells required for spell-like functions.

Rods, Staves, and Wands: Rods, staves, and wands are not completed with a *Permanency* spell and lose their magic if their charges are ever completely exhausted. Again, the type of item determines what processes and materials are required:

- Single-function wands and staves require one rare material and one rare process;
- Single-use or single-function rods require one exotic material and one rare process;
- Multiple-function rods, staves, or wands require one exotic material and one exotic process per function;
- Limited-use rods, staves, or wands require one exotic material and one exotic process per use.

Materials for these devices could include the actual shaft or handle, a special headpiece or crystal, or special heels or caps for the ends. Processes might include carving, engraving, painting, or tempering.



Miscellaneous Magical Items: Miscellaneous magical items require an Enchant an Item spell (or the appropriate religious ceremony), but single-use and limited-use items do not require Permanency spells.

- Single-use and single-function items require one exotic material and one exotic process;
- Limited-use items require one exotic material per function and two exotic processes per use;
- Multiple-function items require one exotic material per function, one exotic process, and one rare process per function.

Naturally, the materials and processes used will vary widely with the nature of the item in question. Considering that miscellaneous magic includes everything from articles of clothing to boats and decks of cards, the actual construction or creation of the item could include anything imaginable! See the Special Ingredients section on page 82 for ideas.

Magical Weapons and Armor: Magical weapons and armor require an Enchant an Item and a Permanency spell or the equivalent religious ceremony. In addition, devices with expendable charges (*armor of fear*, for example) must be imbued with the appropriate spells. Weapons and armor that have no special properties except for conferring combat bonuses are considered single-function items; items with blending, command, disruption, throwing, hurting, accuracy, speed, distance, venom, homing, lightning, piercing, sharpness, wounding, or vorpal properties are considered multiple-function items.

Armors that have special but expendable properties (fear and etherealness) are limited-use items; and expendable items such as magical arrows or javelins are single-use items.

- Single-use weapons require one rare material and one common process;
- Single-function weapons and armors require one exotic material, one common process, and one rare process;
- Multiple-function weapons and armors require one exotic material and process, one rare process, and one common process per function;
- Limited-use armors and weapons require one exotic material and process, one rare process, and one common process per use.

Cost and Time

Again, the cost and time required to manufacture magical items varies depending on the category and the type of item.

Example, If Khaderine the Enchantress wishes to create a single-function ring worth 1,000 XP, then she must not only spend 1,000 gp (see the "Cost" column of Magical Item Cost and Time Requirements table below), but she must also spend 10 weeks (one week for every 100 gp spent) constructing the item.

The cost of any special processes or materials is not included in the base cost to create the item, so if a magic-user discovers that he must crush one hundred pearls to create his *dust of disappearance*, it's up to him to find the pearls. The time requirements do not include any special quests or processes the character must undertake in order to create the item.

Magical Item Cost and Time Requirements

Item	Cost	Time
Ring, single-function	1 x XP	1 week per 100 gp
Ring, all others	2 x XP	1 week per 100 gp
Rod, single-use	1/5 XP	1 week per 1,000 gp
Rod, single-function	1/5 XP	1 week per 100 gp
Rod, multiple-function	1/5 XP	2 weeks per 100 gp
Rod, limited-use	1/5 XP	4 weeks per 100 gp
Staff/wand, single-function	1/5 XP	1 week per 100 gp
Staff/wand, multiple-function	1/5 XP	2 weeks per 100 gp
Staff/wand, limited-use	1/5 XP	4 weeks per 100 gp
Misc. magic, single-use	1 x XP	1 week per 100 gp
Misc. magic, single-function	2 x XP	1 week per 100 gp
Misc. magic, multiple-function	3 x XP	1 week per 100 gp
Misc. magic, limited-use	2 x XP	3 weeks per 100 gp
Weapon, single-use	1 x XP	1 week per 100 gp
Weapon/armor, single-function	2 x XP	3 weeks per 1,000 gp
Weapon/armor, multiple-function	3 x XP	3 weeks per 1,000 gp
Weapon/armor, limited-use	2 x XP	2 weeks per 1,000 gp

Success or Failure

All magical items that fall into these broad categories share the same success roll. In order to create any of these types of magical items, the character must succeed at a Concentration Check. The DC of this check is equal to 10 + 1 per 1,000 gp cost to create the item (based in the Magical Item Cost and Time Requirements table above). The minimum DC for item creation is 11, while the maximum DC is 25. This check is made in secret by the DM, because failure indicates that the item is not successfully enchanted; while failure by 5 or more indicates that the item is cursed in some way (typically, it becomes a cursed item instead of what it should be). Any "natural 1" on this roll likewise indicates that the item is cursed.

Example: Sagruff attempts to produce a *cloak of displacement*. The DC for his Concentration Check is 16 (10 + 6 because if the cloak is worth 3,000 XP and has a creation cost of 6,000 gold pieces). Sagruff winds up creating a *cloak of poisonousness* when he fails his Concentration Check with a total roll of 7.

If for some reason a character tries to create a cursed item, failure by 5 or more (or rolling a "natural 1") indicates that the item simply fails to hold its enchantment – it doesn't result in the creation of a beneficial device instead!

Specialist magic-users receive a +2 bonus to their Concentration Check when creating an item strongly tied to their school of specialization. At the DM's option, characters who display exceptional ingenuity or go to extreme lengths to create an item from the very best, most appropriate materials and processes available may receive an additional bonus of +1 to +3 to their Concentration Check.

Example: Falgrim is a 13th level evoker who decides to create a *wand of fire* for those times when he's low on prepared spells. He easily meets the level requirement and spends a little money refurbishing a laboratory (in this case, a forge) that he found in the ruins of an archmage's tower. The forge comes with a library sufficient for researching the *wand of fire*. Falgrim uses a Contact other Plane spell to minimize his research effort, so he only requires two weeks and 400 gp to learn how to create the wand.

As described above, the *wand of fire* is a multiple-function item (it has four separate uses), and a limited-use item, since it uses charges. The DM decides that the wand requires one exotic material, and four exotic processes, in addition to the necessary spells, cost, and time. Falgrim discovers that the wand must be forged by a master smith of the azer (a race of fire-dwarves from the Elemental Plane of Fire), from brass smelted in the efreeti City of Brass, tempered by the fiery breath of an adult red dragon, graven while still soft with runes of power, using a fire sapphire (a mythical gemstone that the DM just made up on the spot), and finally polished with a mixture containing the ash of a thousand-year-old tree destroyed by fire. With a heavy sigh, Falgrim sets out on months of quests, challenges, and adventures, arranging all of the materials and processes.

Several months later, everything's ready. Falgrim journeys to the Elemental Plane of Fire, obtains the efreeti brass, gets the azer smith to work it into a wand, engraves it with the fire sapphire, tricks a dragon into tempering it, and finally polishes and finishes the item in his own workshop with his special mixture of ash. The construction of the item requires an amount of gold equal to one-fifth the wand's XP value (900 gp in this case) and 4 weeks per 100 gp, for a total of 36 weeks of forging, tempering, and polishing.

Falgrim is well-satisfied with his work so far, but now he has to make the wand magical. First, he'll need to use Enchant an Item in order to prepare the wand to receive spells. After four days, the Enchant an Item is finished, and Falgrim attempts his DC 11 Concentration Check to see if it succeeded. His specialist bonus applies to this roll and Falgrim passes the check with a surprisingly close shave (the DM rolled a 2 on the d20 + his Proficiency Bonus (6) + his Intelligence modifier (3) + 2 for his specialist bonus). He then casts Burning Hands, Pyrotechnics, Fireball, and Wall of Fire into the wand. Each spell requires 2 hours per spell level, so this ends up taking several days in and of itself. Since he must check the success of each enchantment and doesn't know if any one spell will take, Falgrim casts another battery of the same spells into the wand, just to make sure that he gets all the functions desired – at worst, the wand will have a few extra charges on it, so this is

a reasonable precaution against the possibility of failing in one of these steps. Since the *wand of fire* is a limited-use item, it does not require a Permanency spell to complete it; after his second round of spells, Falgrim declares that he is finished. (He's not worried about stocking up on charges right now; he just wants to complete the initial enchantment and recharge the wand to its maximum potential later.)

The DM rolled the Concentration Check for each spell Falgrim placed into the wand, and as it turns out, the extra four spells were an unnecessary precaution; Falgrim succeeded the first time around. Now the DM checks to see if the overall process was a success or failure. The DM decides that Falgrim was particularly resourceful and gives him a +2 bonus to his Concentration Check, and since Falgrim is an invocation/evocation specialist, he gains an additional +2 bonus. Falgrim normally makes Concentration Checks with a +9 bonus, so this DC 11 roll is made with a total bonus of +13 meaning he could only fail on a "natural 1". Falgrim succeeds and now has a *wand of fire*; the DM decides that the spells he placed into the wand became its first 8 charges (each spell was cast into the wand twice.)

Now, Falgrim will probably seek to recharge the wand. Recharging items requires another Enchant an Item spell, but this one is automatically successful (see below). He can then begin to place spells into the wand to increase the number of charges, up to its maximum of 50. So, after close to a year of adventuring and construction, Falgrim finishes his wand of fire! Considering the immense time and effort this took a 13th level character, you can see why magical items should be rare and unusual things!

Items That No Player Character Should Create

The rules for creating magical items allow the DM a great amount of latitude in determining just how difficult the creation of any particular item is going to be. After all, the search for a few exotic materials and processes can keep an ambitious PC busy for years! And the rules have been scaled to make the most powerful and deadly items prohibitively expensive and time-consuming. Despite these safeguards, there are still a few items that are just too powerful for a player character to create.

The first item is actually an entire category - magical books. Books, tomes, librams, manuals, and other such items provide the character with the ability to build himself an instant level gain or quickly enhance his ability scores. In most campaigns, it's safe to assume that magical books are demi-artifacts endowed with a special purpose and a near-sentient talent for skipping out on their present owners. For whatever reasons, powers beyond mortal ken had a hand in the creation of these devices, and the only characters who can duplicate the feat are those who stand on the verge of divine ascension.

The next two items are simply so inexplicably weird that the reasons why a PC would wish to create one or the other is almost impossible to fathom. These are the *deck of many things* and the *sphere of annihilation*. Both have potentially disastrous consequences for a campaign and should be extremely rare in any event. In particular,

players seem to have a vindictive streak with regard to *spheres of annihilation*, using them to do things like drain seas and devour planets. The DM is well advised to prevent PCs from making a few dozen of these to liven up his world. The *deck of many things*, on the other hand, offers instant level gains and other such game-busting benefits. If a group of PCs finds one after an arduous adventure and chooses to experiment with it, they've earned the privilege. But preparing a new deck on demand is a privilege too dangerous for most players.

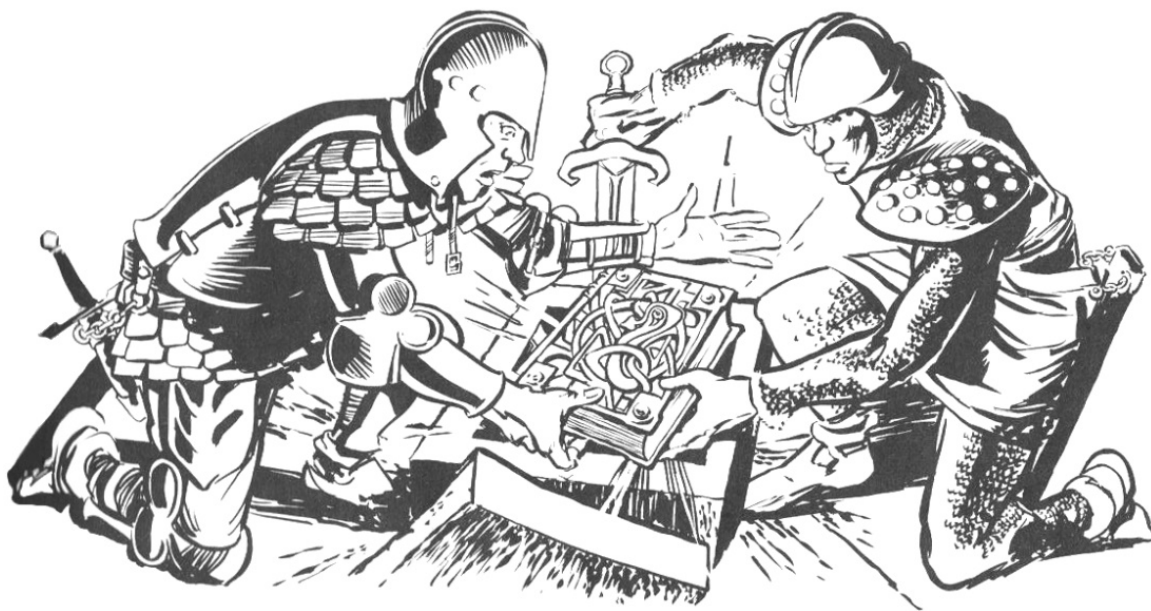
The last category is the least spectacular: special racial magic, such as *cloaks* or *boots of elvenkind*. Unless the character is a member of the race in question, he shouldn't be able to create these items. However, if the character is an elf (for example), and he's a cleric or druid that has risen high enough in level to contemplate the manufacture of these devices, there's no reason the DM couldn't allow him to do so as long as he follows the normal rules for item creation.

Recharging Magical Items

Items that possess charges, such as most wands or rods, can be recharged. Some item descriptions name the particular class and level of character that can recharge the item; for example, a *rod of security* can only be recharged by the combined efforts of a magic-user and cleric of 18th level or higher. If the item description does not specify the level required to recharge it, then it can be recharged by any character who can create an item (i.e., an 11th level cleric or druid, or a magic-user with the ability to cast Enchant an Item), as long as the character can also cast the highest-level spell simulated or cast by the item. For example, the highest-level spell incorporated in a *wand of fire* is *Wall of Fire*, a 4th level magic-user spell, which can be cast by a magic-user of 7th level or higher; therefore, if the magic-user knows *Wall of Fire*, it's the requirement to Enchant an Item that is the pressing issue in this case.

If the character can use the appropriate spells, an item can be recharged by simply casting Enchant an Item and then making a Concentration Check to see if the spell takes. (Clerics and druids spend a week praying at their consecrated altar or sacred grove to recharge their items.) If the Enchant an Item succeeds, the character may then cast the appropriate spells into the item, taking 2 hours per spell. If the preparatory spell fails, then the caster must make another Concentration Check with a -2 penalty this time; failing this check results in the item's ruin. It will never be usable again.

Assuming the character doesn't spoil the item by attempting to recharge it, he may then begin to place spells of the appropriate type into the item. As long as he begins the next spell within 24 hours of finishing the last one, he can pour charges into the item without stopping to use Enchant an Item again. Success is automatic, and the character can place as many (or as few) additional charges into the item as he likes. However, he may never overcharge the item by placing more charges into it than it could have at its maximum. For example, a *ring of the ram* can hold as many as 10 charges at one time, so it can't be recharged past that limit.



Spell Research

At some point, almost any player character spellcaster is going to want to try his hand at spell research. Devising a new spell is a great way for a character to make a lasting mark on a campaign, but it's also a fun exercise for the player and the DM; a new spell customizes and alters the campaign and the game itself.

While magic-users, clerics, and druids can research new spells, it's much more common for magic-users to do so. The philosophy of experimentation and investigation seems much more appropriate for magic-users, since clerics and druids are inclined (quite naturally) to take things on faith and stick to the proven powers and abilities of their patron deity or deities. However, there's no reason why a PC cleric or druid couldn't participate in as much research as he wishes to; this is only a generalization, not a rule.

There are two parts of spell research: designing the spell, and actually executing the spell research in game play. The player and DM will have to take time to work out the details of the spell before the character can embark on his research.

Proposing a Spell

Player characters can research two types of spells:

1. Existing spells that they just haven't had the opportunity to learn. From time to time, magic-users will find that there is a particularly useful or valuable spell that eludes their grasp. There's no reason that a magic-user can't decide to research a Fireball or Magic Jar if he gets tired of waiting for an old spellbook or scroll to fall into his lap. This is fairly straightforward, since the spell description already exists; the PC can go on to Conducting Research.
2. Completely new spells never before seen in the campaign. Note that clerics and druids never have to worry about conducting the first type of research, since they can use any spell of a spell level they have access to. Clerics and druids only conduct spell research to create entirely new spells.

The most interesting aspect of spell research, the creation of new spells requires a careful write-up and analysis in order to spot potential problems or abuses. Since the player must generate all the game-effect information for the spell, he must first write up a full description and then submit it to the DM for approval and modification. Note that modifying an existing spell (i.e., deleting components, improving casting time or range, or changing the way it works) constitutes a new spell. Go on to Describing a Spell and follow the process of approval and research step-by-step.

Describing a Spell

The first step in creating a new spell is describing its intent and effects. The interested player should take some time to write up a spell description similar to the spells presented in the Player's Handbook. Generally, a new spell should be just that - new. Spells that do the same thing as existing spells or a combination of existing spells aren't really new and need a better "hook" for purposes of spell research. Here are some guidelines, by category:

School of Magic: See pages 77-78 for descriptions of each school of magic-user spells. Magic-users may only conduct research in schools they have access to, so an invoker may not research illusion spells.

Level: Naturally, the character should be able to cast the spell he's trying to develop, so the spell in question must be at or under his normal maximum spell level. For example, a 6th level magic-user can use spells of 3rd level or less, so he can research cantrips, 1st, 2nd, or 3rd level spells.

Compare the proposed spell to a similar spell to get an idea of what a fair level assignment should be. Generally, spells should inflict about one die of damage per level, give or take a die; compare the spell's potential to Magic Missile, Fireball, or Flame Arrow. Spells that do not allow Saving Throws, or spells that can affect an opponent regardless of his level or Hit Dice, are often of higher level than similar spells. Spells that are improvements of existing spells should be one to three levels higher than the spell they're modelled on, depending on the extent of the improvement.

Components: Most spells should have all three components - verbal, material, and somatic - unless there's a good reason for omitting one. Spells with only one component are fairly rare. Note that spells without

verbal components can be cast even if the character is magically silenced, and are therefore more dangerous than they may appear to be at first look.

Material components that are hard to come by or very expensive can be used to control a spell's use in a campaign. Even though a 1st level magic-user can use Identify, each time he does so, he must ruin a 100 gp pearl. If the DM enforces material component rules, the magic-user might think twice before casting the spell any time he feels like it.

Casting Time: The rule of thumb for spells is that they may be cast by using an action. A prolonged casting time may help to compensate for spell effects that slightly exceed those of spells of the same level.

Range: Damage-inflicting attack spells should have a good justification for ranges greater than 400 feet, while nondamaging attack spells (Sleep, Hold, Polymorph, and other such effects) rarely exceed more than 100 feet in range. Other spells can vary in range, depending on their function; communication or transportation spells may allow a range of hundreds of miles.

Area of Effect, Effect, or Target: A spell that can affect several people at once, or several dozen people at once, is inherently more powerful than a spell that affects a single individual.

Spells designed to affect several enemies can affect a random number of subjects in the area of effect or is limited by the Hit Points (or Hit Dice) of creatures in that area of effect. Spells designed to affect more than 10 or 12 individuals shouldn't be larger than a Fireball, which affects a sphere of 20 feet in radius. Exceeding these limits requires a more powerful (and therefore higher-level) spell than one that stays well within them.

Duration: While most damaging spells are instantaneous in duration, the effects of some noncombat spells are permanent. Most spells that create a condition or change of status for their subjects have a well-defined duration in rounds, minutes, or even days.

Durations can be defined by time (the preferred method) or until a certain predefined triggering event occurs. Many spells require the caster to maintain concentration for the duration of the spell. Others have their duration cut short under certain circumstance.

Example: Invisibility lasts for up to 10 minutes per caster level (and requires concentration on the caster's part) but ends if the spell's target makes an attack or casts an offensive spell.

Very few low-level spells should bring about a permanent change or weakness in a living target.

Saving Throw: While the nature of the Saving Throw varies with the purpose of the spell, enchantments that incapacitate the victim without the benefit of a Saving Throw should be rare or limited to a type of victim affected. The Sleep spell is a good example; it allows no Saving Throw but can only affect low-Hit Dice creatures. Damage-causing spells that affect more than a single target without a Saving Throw are uncommon and tend to be high in level.

Magic Resistance: Most spells that directly affect creatures are subject to Magic Resistance. Spells that summon creatures to fight on the caster's behalf (such as Monster Summoning spells) or that fill an area with a conjured substance (such as Web or Solid Fog spells) do not usually allow for Magic Resistance.

A creature with Magic Resistance must voluntarily drop the resistance in order to receive the effects of beneficial spells. If a spell does not include a Magic Resistance entry, then it is assumed that no Magic Resistance check is required to affect targets.

Description: When creating the actual description of the spell, remember to note who it affects, how it works, what it does, and how it can be stopped or undone. If the duration, range, or Saving Throw is described as "special" or has a note to "see text" make sure the creator notes how it is special and what its limits actually are.

Most spells should perform one specific action, although spells may present several applications from which one can be selected when the spell is cast (see Otiluke's Freezing Sphere for an example of this). Spells that actually do two or three things at once, such as Shadow Door or Guards and Wards, are quite rare and are almost always high-level enchantments.

Last but not least, creating a new spell is an opportunity to be creative. Feel free to add any color or special effects that are appropriate. A spell that makes a character impervious to cold is useful, but not very colorful; however, a spell that transforms a character's blood to magical ice water, thereby enabling him to resist cold damage, is a little more interesting. Also consider side effects or dangerous combinations of powers when writing up the spell description.

Approval and Modification

After the player writes up the spell and refines it, you should review and analyze the spell. Is it the right level, or is it more powerful than it should be? If the PC was the target of his own spell, would it completely obliterate him?

This might be a sign that the spell is too strong. Are the effects reasonable and appropriate for its power level? Does it permit the subject a chance to avoid its effects? Does the spell intrude on a role best left to another character - in other words, would it make the magic-user a better thief than the party's thief, a better fighter than the party's fighter, and so on? A spell can take a few steps in this direction, but it should be examined carefully. And, most importantly: does the DM think that this spell will make the game better or worse?

If the spell is well-balanced and well-considered, then the PC can go on to Conducting Research. However, if it needs some work still, the DM can discuss modifications he thinks are appropriate to make the spell work in his campaign. Remember, the player always has the option of deciding to not go through with the research if he doesn't like the way the spell turned out after the DM looked at it!

Conducting Research

Now that the spell has been described by the player and approved by you, the character can begin his research effort. Spell research is time-consuming and expensive. First of all, a magic-user must have access to a well-equipped research laboratory and library that costs 1,000 gp. In fact, if his library isn't good enough for the research, he may need to spend time and money improving his scholarly resources before beginning the research at all!

Clerics and druids can get by without purchasing these expensive facilities, but they must have access to the holy writings and texts available at a specific holy site selected by the DM. In many cases, a cleric or druid will have to embark on a pilgrimage to a remote monastery, hidden grove, or a theological university to find the research materials he will need.

Research Time: Secondly, the character must refrain from adventuring and concentrate solely on his research to the exclusion of all other activities. Spell research consumes at least 2 weeks per spell level, so researching a 3rd level spell would require at least 6 weeks of game time. The character may take breaks from his research to attend to other matters, but if the break is longer than a day, he suffers a setback

of some kind and loses one week's worth of research. If the break turns out to be longer than the time he's already invested, all the research is lost and he must start over.

Basic Time of Research = 2 weeks per spell level

Example: Khaderine the Enchantress finishes four out of 6 weeks of research and then finds that she must travel out of town for three days. As such, she must repeat one week of her studies.

Research Costs: Money is also an issue in spell research. Expending the supplies, reagents, tomes, and books required by the research consume 100 gp per week of research, above and beyond the normal maintenance cost of any laboratory used by the character (typically 10% of the laboratory's or library's cost per year).

Clerics and druids must invest in special incenses, candles, and other religious items of similar cost. The cost of such offerings and items should be roughly equivalent to the research cost for magic-users.

Basic Cost of Research = 100 gp per week of research

Success or Failure

If the character meets all the expenses and puts in his time with the books, he may attempt a success roll after the minimum research time (2 weeks per spell level) has passed. The spellcaster must succeed at a Concentration Check in order to create a new spell. The DC of this check equals 10 + the spell's level. If the character successfully researches the spell, he can add it to his spellbook or available spell list automatically.

Spell Creation DC = 10 + the spell level

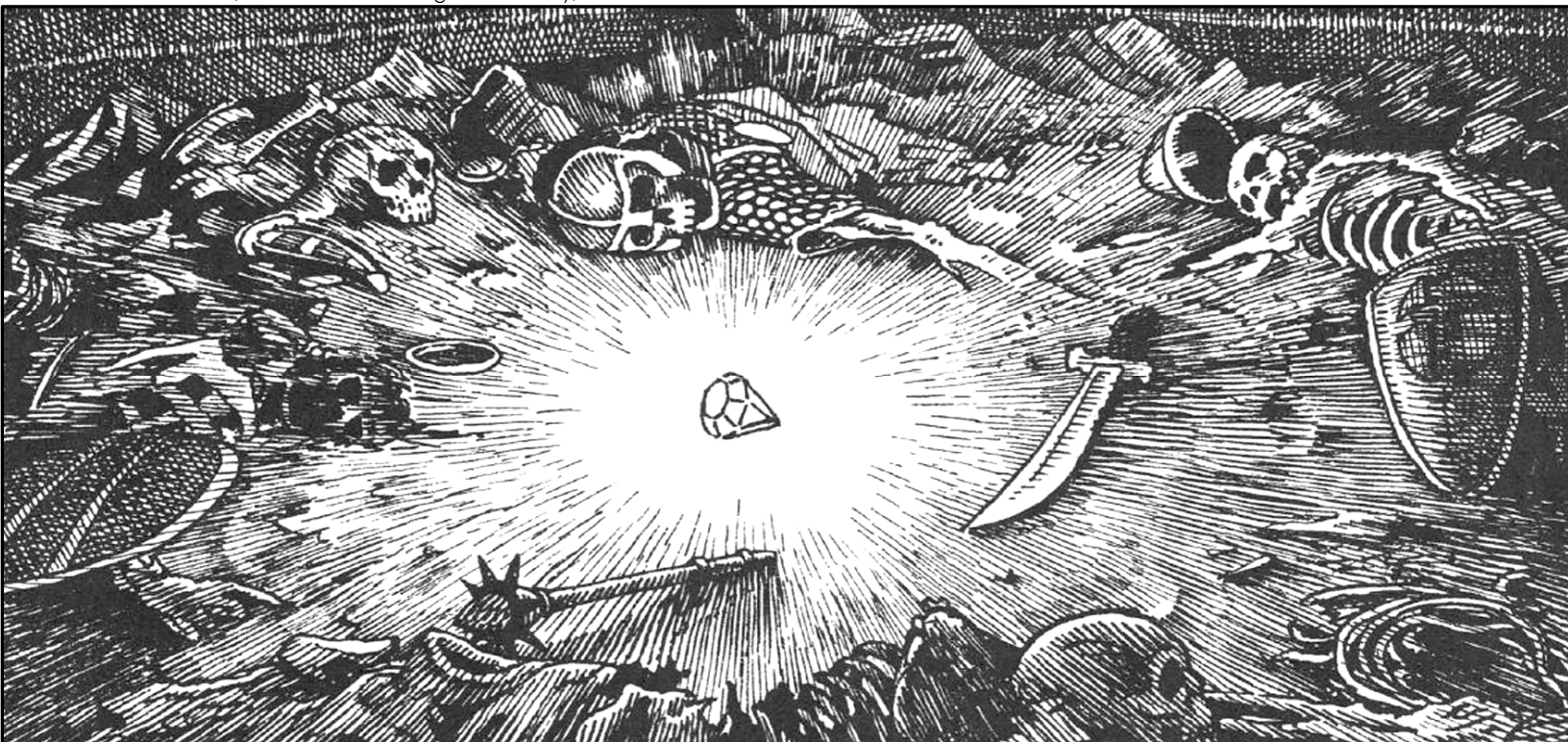
If the character does not succeed in his first attempt, he may continue his research. At the end of each additional week, he may attempt a check with a cumulative, +2, bonus.

If the character ever rolls a "natural 1" on his skill check, the DM may rule that the spell proves unworkable and must be abandoned.

New Spells in the Campaign

A unique spell is a valuable commodity, one with significant trading value among other magic-users, clerics, or druids. An enterprising PC can choose to sell his hard-earned knowledge for whatever price he can get for it, or he can hoard his spell for his own use.

In some cases, a magic-user may want to be careful about flashing his newfound powers about in public; unscrupulous spellcasters have been known to steal the inventor's spellbook in order to wrest the secrets of the new enchantment from its creator! Clerics and druids are less vulnerable to this kind of activity, but it's always possible that their patron power may take a liking to the spell and make it available to other priests of the same mythos.



REWARDS

After defeating fearsome foes in deadly combat and gathering long lost treasures from dark caverns, the characters should have garnered some experience in the arts of mortal combat, the capacity to withstand the rigors of a harsh world, the senses to avoid trouble and not some small amount of wisdom. Considering the gold, gems, jewelry, and magical treasures acquired, the real experience gained is that of knowledge. The characters end their adventures stronger, wiser, and more capable.

Experience points are awarded by the to the players either on an individual basis or collectively. The experience points awarded are for monsters killed or overcome, treasure acquired, good roleplaying, and successful adventuring.

Experience Point Guidelines

After characters defeat monsters or acquire treasure, they earn experience points (XP). You are free to award experience points in whatever manner desired, but the following is a recommended general method. See Experience Awards on pages 93-94 for more details on individual and group XP awards.

This chapter contains instructions for determining specific experience awards. It also gives guidelines about awarding experience in general. However, it does not provide absolute mathematical formulas for calculating experience in every situation.

Individual Awards

Magic Items: Like monsters, magic items have an XP value. You should award a magic item's XP value to a character who possesses and uses the item for a period of time.

Roleplaying: You can also award specific characters XP bonuses for good roleplaying in a specific situation or over the course of an adventure. A typical range for awards is from 25 to 250 XPs, depending on the level of the character.

Treasure: Although not all Dungeon Masters do so, some award XP for mundane treasure. The Dungeon Master should award 1 XP to the party for every 1 gp value of mundane treasure such as money, gems, art, and other items acquired during the adventure.

Group Awards

Monsters: You add the value of all monsters defeated or overcome on the adventure. Each monster has a base XP value, and a bonus can be given if a specific monster was greater than normal for its type. The total XP are then divided by the number of characters that defeated the monsters.

Story: You should assign an XP value to each adventure and award that total to each character who completed the adventure successfully. An easy way to determine the story XP value is to compare the adventure to a monster of a Hit Dice that is challenging to the party. You can then award XPs as if the party overcame that monster.

Experience Point Goals

Three goals are constant - fun, character survival, and improvement. Each of these should be possible in a single game session.

Fun: Everyone gathered around an AD&D game table is playing a game. Games are entertainment, and entertainment is supposed to be fun. If the players don't have a good time playing in AD&D game sessions, it shows.

Therefore, one of the goals of the AD&D game is to have fun. Much of the pressure to provide this elusive quality rests on the DM's shoulders, but the players can also contribute. When they do, players should be rewarded with experience points since they are making the game a good experience for all. The DM who doles out awards for adding to the fun will find more players making the effort to contribute. To give out experience points for fun the DM should consider the following:

- Did the player actively get involved in the game? A player who does nothing but tell one funny joke during the course of the game isn't really participating. The DM should be careful, however, not to penalize players who are naturally shy.

Involvement should be measured against a player's personality.

- Did the player make the game fun for others or make fun at their expense? The second is not really deserving of any reward.
- Was the player disrupting or interfering with the flow of the game? This is seldom enjoyable and tends to get on everyone's nerves quickly.
- Was the player argumentative or a "rules lawyer?" These are players who can quote every rule in the game and try to use even the most obscure rules to their advantage, often to the detriment of the spirit of the game. This is definitely not fun for the DM, but the DM should allow a reasonable amount of disagreement with his decisions. Players will want (and should be allowed) to argue their views from time to time. However, rules arguments properly belong outside the actual game session. The DM should make a ruling for the moment and then hear appeals to his decision after the adventure. This way the game is not interrupted.

Character Survival: Although having a character live from game session to game session is a reward in itself, a player should also receive experience points when his character survives. Since there are many ways to bring a dead character back into the game, the threat of death, while present, loses some of its sting. Players should be encouraged to try to keep their characters alive, instead of relying on *resurrections* and *wishes*. To this end, a small reward for making it through a game session is useful. It is a direct way of telling a player that he played well.

The amount given for survival should be balanced against what happened during the adventure. Player characters who survived because they did nothing dangerous or who have so many powers and Hit Points that they're nearly invulnerable do not deserve as many experience points as the character who survived sure death through the use of his wits. Likewise, characters who survived by sheer luck deserve less than those who survived because of sound strategy and tactics.

Improvement: Experience points are one measure of a character's improvement, and they translate directly into game mechanics. However, players should also improve by trying to play more intelligently at each session. As the players learn more about the game, the campaign, and roleplaying, this should be reflected in their experience points. When a player thinks up a really good idea - solves a difficult puzzle, has his character talk the group out of a tight situation, or just finds a novel way around a problem - that's worth experience points. Players should be encouraged to use their brains and get involved.

Variable Goals: In addition to the constant goals listed above, every game session will have some variable goals. Most of these come from the adventure. Some may come from the players' desires. Both types can be used to spur players on to more effective roleplaying.

Story Goals: Story goals are objectives the DM sets up for an adventure. Rescue the prince, drive away a band of marauding orcs, cleanse the haunted castle, find the assassin of the late queen, recover a lost artifact and save the world - these are all story goals.

When the DM sets up a story, he decides how many experience points he thinks the player characters should get for accomplishing the big goal. This must be based on just how difficult the whole adventure will be. If the characters successfully accomplish this goal (which is by no means guaranteed), they will earn this bonus experience.

Sometimes the DM might not have a clear idea of what the goal of a particular adventure is. In such a case the players can sometimes provide the goal, or at least a clue. Listen to what they think they are supposed to do or what they want to do. These can then become the goal of the adventure. Again, assign experience points based on difficulty if they accomplish this.

Awarding Experience Points

Awarding experience points (XP) is one of the DM's most difficult jobs. The job is difficult because there are only a few rules (and a lot of guidelines) for the DM to rely on. The DM must learn nearly everything he knows about experience points from running game sessions. There is no magical formula or die roll to determine if he is doing the right or wrong thing. Only time, instinct, and player reactions will tell.

Experience points are a measure of this improvement, and the number of points given a player for a game session is a signal of how well the DM thinks the player did in the game - a reward for good roleplaying. As with any other reward system, there are potential problems.

If the DM consistently gives too little experience to players, they become frustrated. Frustrated players don't have fun and, usually, quit the game. Even if they don't quit, player morale can suffer. They stop trying to do their best, figuring they will only get a measly amount of experience whether they play their best or just coast along.

On the other hand, players can be given too many experience points too quickly. Players in this situation quit trying to be inventive and clever, as they feel that they will earn XP no matter how little they invest themselves in the game.

Consequently, the DM must take care not to give characters too little experience or too much. The best approach is to vary the awards given from game to game, based on the actions of the characters. Players should be rewarded according to how hard they try and how well they accomplish various goals.

Every game session should have a goal. Some goals are constant, applicable to any AD&D game. Others are dependent on the individual campaign, storyline, character levels, and specific adventure. All goals should be clear, understandable ones that players can see or decipher from clues they get during play.

There are two categories of experience point awards; individual and group.

Individual awards are given to each player based on the actions of his character and upon the treasures that the player wins over the course of their adventures.

Group awards are divided equally among all members of the adventuring party, regardless of each individual's contribution. The idea here is that simply being part of a group that accomplishes something teaches the player character something useful. From a strictly game mechanics point of view, this ensures that all player characters will have the opportunity to advance in experience points at roughly the same rate.

As a general guideline, experience points should be given at the end of every gaming session, while the DM still remembers what everyone did. If the awarding of experience points is delayed for several sessions, until the end of a given adventure, there is a chance the DM will overlook or forget what the characters did in previous gaming sessions.

Despite this risk, it isn't always practical to award experience immediately. If the player characters are still in the heart of the dungeon when the gaming session ends, wait to award points until they return to the surface. The DM can rule that characters receive experience only when they have the opportunity to rest and tell others of their exploits. This means that characters collect experience when they return to their homes, stop at an inn, or the like. Since experience is, in part, increased confidence and comprehension of their own abilities and events, the retelling of the tale boosts the ego of the characters, and this translates into experience.

Sometimes, even this rule is not applicable, however. For example, the player characters might be on a long journey through the desert and not see a settlement or friendly soul for weeks on end. In such cases, experience can be awarded after the characters have had time to reflect upon and analyze their accomplishments. This may be as short as overnight (for small experience awards) or as long as several days. If, for whatever reason, the DM decides not to award experience points at the end of a gaming session, he should be sure to calculate and record the number of experience points each character should receive for the session and not rely on his memory.

Individual Awards

Individual experience point awards are given for things a player does or things he has his character do. Intelligent play is worth experience; good roleplaying is worth experience; actions that fit the group's style are worth experience.

Although some of these awards are tied to abilities, giving out these experience points is purely a discretionary act. It is up to the DM to decide if a player character has earned the award and, within a given range, to determine the amount of the award. These awards are normally given at the end of each session, but this isn't a hard-and-fast rule - the DM can award individual experience points any time he feels it appropriate. Individual experience point awards are divided into two categories:

Common Awards: Common Awards are awards all player characters can earn, regardless of class.

Reason	XP Award
Magic items	
Player has a clever idea	50-100
Player has an idea that saves the party	100-500
Player roleplays his character well ¹	100-200
Player encourages others to participate	100-200
Survival ²	250/level
Treasure ³	1/gp spent

¹ This award can be greater if the player character sacrifices some game advantage to roleplay his character. A noble fighter who refuses a substantial reward because it would not be in character qualifies.

² You can award points on the basis of survival. Survival is its own reward, so this award is entirely optional. This award may be given to those characters who complete an adventure.

³ As an option, the DM can award XP for the cash value of non-magical treasures. One XP can be given per gold piece found and subsequently spent. However, overuse of this option can increase the tendency to give out too much treasure in the campaign.

Class Awards: Class Awards are those that characters can earn based upon effective use of their class abilities. Notes that subclasses of the listed primary classes (Cleric, fighter, magic-user, monk, psionist, and thief) use the same Class Awards as members of those primary classes.

Cleric	XP Award
Class feature used to overcome foe/problem ⁴	100
Spells cast to further ethos ⁵	50/spell level
Fighter	XP Award
Class feature used to overcome foe/problem ⁴	100
Spells cast to further ethos ⁵	50/spell level
Magic-user	XP Award
Class feature used to overcome foe/problem ⁴	100
Spell successfully researched	500/spell level
Monk	XP Award
Class feature used to overcome foe/problem ⁴	100
Psionist	XP Award
Class feature used to overcome foe/problem ⁴	100
Thief	XP Award
Class feature used to overcome foe/problem ⁴	100

⁴ This award can be given whenever a character uses a class feature (i.e. bardic music, combat dominance, sneak attack, turn undead, etc.) to disable, avoid or otherwise overcome a foe or challenge.

⁵ The divine-spell casting character gains experience for those spells which, when cast, further the beliefs and attitudes of his mythos.

When awarding individual experience points, be sure the use warrants the award. Make it clear to players that awards only will be given for the significant use of an ability or spell. "Significant use" is defined by a combination of several different factors. First, there must be an obvious reason to use the ability. A thief who simply climbs every wall he sees, hoping to gain the experience award, does not meet this

standard.

Second, there must be significant danger. No character should get experience for using his powers on a helpless victim. A fighter does not gain experience for clubbing a shackled orc. A magic-user does not gain experience for casting a house-cleaning cantrip. A thief does gain experience for opening the lock on a merchant's counting house, since it might be trapped or magical alarms might be triggered.

Third, experience points should not be awarded when a player is being abusive to others in the group or attempting to use his abilities at the expense of others. Player characters should cooperate to succeed.



Group Awards

All characters earn experience for victory over their foes. There are two important things to bear in mind here. First, this award applies only to foes or enemies of the player characters - the monster or NPC must present a real threat. Characters never receive experience for the defeat of non-hostile creatures (rabbits, cattle, deer, and friendly unicorns) or NPCs (innkeepers, beggars, and peasants). Second, no experience is earned for situations in which the PCs have an overwhelming advantage over their foes.

A 7th level player character who needs one more experience point to advance in level can't just gather his friends together and hunt down a single orc. That orc wouldn't stand a chance, so the player character was never at any particular risk. If the same character had gone off on his own, thus risking ambush at the hands of a band of orcs, the DM could rule that the character had earned the experience.

The DM must decide what constitutes a significant risk to the player characters. Often it is sufficient if the characters think they are in danger, even when they are not. Their own paranoia increases the risk (and enhances the learning experience). Thus, if the party runs into a band of five kobolds and becomes convinced that there are 50 more around the next corner, the imagined risk becomes real for them. In such a case, an experience point reward might be appropriate.

The characters must be victorious over the creature, which is not necessarily synonymous with killing it. Victory can take many forms. Slaying the enemy is obviously victory; accepting surrender is victory; routing the enemy is victory; pressuring the enemy to leave a particular neck of the woods in order to bring about peace is a kind of victory. A creature needn't die for the characters to score a victory. If the player characters ingeniously persuade the dragon to leave the village alone, this is as much - if not more - a victory as slaying the dragon.

Combat Experience Awards: To determine the number of XP to give for overcoming enemies, use the following tables. Find the Hit Dice or level of the creature on the following table:

Hit Dice/Level	XP value	Hit Dice/Level	XP value
Less than 1	7	6+ to 7	420
1	15	7+ to 8	650
1+ to 2	35	8+ to 9	975
2+ to 3	65	9+ to 10	1,400
3+ to 4	120	10+ to 11	2,000
4+ to 5	175	11+ to 12	3,000
5+ to 6	270	Over 12	+1,000 / Hit Die

After finding the Base XP Value, add the additional Hit Dice for special powers (as per the following table) and find the adjusted Hit Dice. Add this number to the current Hit Dice value, so that a 1 Hit Die creature with +2 Hit Dice of special abilities becomes a 3 Hit Die creature for calculation purposes.

Ability	Hit Dice Modifier
Ability or blood drain	+1
Animated creature or undead immunities	+2
Armor Class 20 or greater	+1
Attack that deals 20+ Hit Points per strike	+2
Breath weapon	+2
Causes disease	+1
Energy drain	+3
Fear aura	+1
Flight	+1
Four or more attacks per round	+1
High intelligence	+1
Immune to melee weapon damage	+2
Magic resistance (for each increment of 6)	+1
Normal weapons deal ½ damage	+1
Only hit by +1 or better weapons (or silver)	+1
Only hit by +3 or better weapons	+2
Paralysis	+2
Petrification	+3
Plant creature immunities	+1
Poison, damaging	+1
Poison, lethal	+2
Ranged attack ability	+1
Regeneration	+1
Special attack, unlisted	+1 to +3
Special defense, unlisted	+1 to +2
Spell immunity (1 or more spells)	+1 to +3
Spell-like abilities (up to 2 nd level)	+1
Spell-like abilities (up to 4 th level)	+2
Spell-like abilities (up to 6 th level)	+3
Spell-like abilities (6 th + level)	+4
Swallow whole	+2
Two or more bonus Hit Points per HD	+1

This formula produces a final experience point value (XPV). Multiply this value by the number of creatures of that type defeated and add together all total values. The result is the total XP the group earns. It should be divided among all of the player characters involved in the combat (including those who were slain, as they may be raised or otherwise returned to life). Not all powers and abilities are listed on the table above. When dealing with a power not on the list, either use the special entries or compare the new power to one already defined.

Example: The player characters manage to defeat three orcs, a rust monster, and a green slime. Each orc is worth 15 XP, since they are one Hit Die each and have no special abilities. The rust monster is worth 420 XP. It has five Hit Dice but gains a bonus of +2 for a special magical attack form (rusting equipment). The green slime is worth 420 XP, since its base two Hit Dice are increased by 5 for an unlisted special attack form (+2), plant immunities (+1) and immunity to most weapon damage (+2). The player characters divvy up a total of 855 XP.

Story Experience Awards: The other group award is that earned for the completion of an adventure. This award is determined by the DM, based on the adventure's difficulty. There is no formula to determine the size of this award, since too many variables can come into play. However, the following guidelines may help.

The story award should not be greater than the experience points that

can be earned defeating the monsters encountered during the adventure. Thus, if the DM knows there are roughly 1,200 experience points worth of monsters, the story award should not exceed this amount. In addition, the story award should give a character no more than 1/10th the experience points he needs to advance a level. This way the character will have to undertake several adventures before he can advance to the next level.

Within these guidelines you have a great deal of leeway. One of the most important uses of story awards is to maintain what you feel is the proper rate of advancement for player characters. By monitoring not just their levels, but also their experience point totals, you can increase or decrease the rate of character advancement through judicious use of story awards.

Once you have calculated all the experience points due your group of player characters, divide the total by the number of player characters. This is the amount that each character, including those slain or otherwise incapacitated (i.e. *feebleminded*, *petrified*, *polymorphed*, *charmed*, etc.) gets. This allows characters restored to life and/or function to share in the experience awards for the adventure.

Gaining Levels of Experience

Characters gain levels as they adventure. Gaining levels equates to becoming better and more experienced at one's chosen profession. With new levels, the character gains more abilities and greater chances of performing abilities successfully. Hit Points increase as do the character's Attack, Proficiency, and Common Ability Bonuses.

To gain a level, the character must accumulate enough experience points to meet the next level's experience point requirement (XPs). Experience points are gained by successfully completing an adventure, killing foes, successfully performing actions, collecting treasure, and as rewards for good roleplaying.

Once enough experience points are acquired to advance a level, the character may be required to train (see Training below) in order before receiving the benefits of that level.

Effects of Gaining Experience

The prowess of player characters is measured in levels. Levels are earned through the accumulation of experience points. In the 3rd edition of Advanced Dungeons and Dragons, all single- or split-classed characters progress in level upon accumulating a set number of experience points, as shown on the following chart:

XP accumulated	Character Level
0 - 2,499	1 st
2,500 - 4,999	2 nd
5,000 - 9,999	3 rd
10,000 - 19,999	4 th
20,000 - 37,499	5 th
37,500 - 74,999	6 th
75,000 - 149,999	7 th
150,000 - 249,999	8 th
250,000 - 499,999	9 th
500,000 - 749,999	10 th
750,000 - 999,999	11 th
1,000,000 - 1,249,999	12 th
1,250,000 - 1,499,999	13 th
1,500,000 - 1,749,999	14 th
1,750,000 - 1,999,999	15 th
2,000,000 - 2,249,999	16 th
2,250,000 - 2,499,999	17 th
2,500,000 - 2,749,999	18 th
2,750,000 - 2,999,999	19 th
3,000,000+	20 th

* Note that it takes 250,000 experience point to reach 9th level, with an additional 250,000 experience points needed to progress to each level beyond 9th.

Multiclassed characters divide all XP earned equally between their chosen classes. Once a character acquires enough experience points to progress in level, they progress simultaneously in all chosen classes. Split-classed characters total the class levels acquired in all of their classes to determine their character level.

When a character earns enough experience to attain the next level for his character class, he immediately gains several benefits (unless

the optional rules for training, given below, are used). The character gains an additional die of Hit Points, or a set number of Hit Points at higher levels. These are added to both his current total and his maximum number of Hit Points.

All ability checks that gain a Proficiency Bonus or Common Ability Bonus improve as the character advances in level:

Proficiency Bonus Table

Level	Proficiency Bonus	Common Ability Bonus
1	+1	±0
2	+1	±0
3	+1	±0
4	+2	+1
5	+2	+1
6	+3	+1
7	+3	+1
8	+4	+2
9	+4	+2
10	+5	+2
11	+5	+2
12	+6	+3
13	+6	+3
14	+7	+3
15	+7	+3
16	+8	+4
17	+8	+4
18	+9	+4
19	+9	+4
20	+10	+5

In addition, characters may improve their Attack Bonus as they advance in level, though the rate of Attack Bonus progression varies from class to class. Characters may gain other level-dependent benefits as detailed in their class description(s). Examples of level-dependent benefits include, but are not limited to new spells and class features such as additional languages, weapon specialization, wild shape, etc.

Training (Optional)

Some DMs do not like the idea that a character can instantly advance in level simply by acquiring enough experience points. To their minds all improvement is associated with schooling, practice, and study. Others argue that characters are constantly doing these things to increase their ability so formal schooling is not required. Either case may be true.

The DM might choose to require characters to train before they increase in level. To train, a character must have a tutor or instructor. First, this tutor must be of the same class and higher level than the one the character is training for.

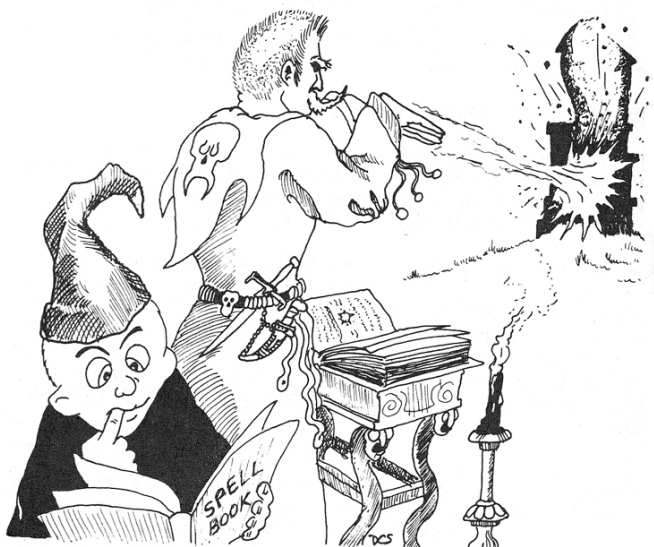
Example: A 7th level fighter training for 8th level must be taught by a 9th level or higher fighter.

The tutor must also know the appropriate things. Fighters specialized in a given weapon must find a tutor also specialized in that weapon. Magic-users seeking to study a particular spell must find a tutor who knows that spell. A thief seeking to improve his lockpicking must find a higher-level tutor more accomplished in lockpicking.

Second, the character must pay the tutor. There is no set amount for this. The tutor will charge what he thinks he can get away with, based on either greed or reputation. The exact cost must be worked out between player character and tutor, but an average of 50 gp per level per week is not uncommon.

Finally, the player character must spend time in training. The time required equals one week per level of training of sought. As such, a fighter training to attain level 8 would require 8 weeks of training.

One obvious result of the training system is the development of different academies that specialize in training different character classes. Because of their importance in the adventuring community, these academies can become quite powerful in the lives of the player characters. Imagine the disastrous effect should one of the player characters be blacklisted by his appropriate academy. Although the DM should not abuse such power, the player characters should treat such institutions with care and respect.



Rate of Advancement

The AD&D game is intentionally very flexible concerning how slowly or quickly characters earn experience - in general, this is left to the discretion of the DM. Some players prefer a game of slow advancement, allowing them time to develop and explore imaginary personalities. Other players like a much faster pace and a definite feeling of progress. Each group will likely settle into a pace that best suits them, without even realizing it.

There is only one hard and fast rule concerning advancement. Player characters should never advance more than one level per time experience is awarded. If a gaming session ends and a character has earned enough experience points to advance two levels, the excess points are lost. The DM should give the character enough experience to place him somewhere between halfway and one point below the next highest level.

An average pace in an AD&D game campaign is considered to be two to four adventures per level, with more time per level as the characters reach higher levels. However, it is possible to advance as quickly as one level per adventure or as slowly as 8 or more adventures per level. The DM should listen to his players.

If the players are enjoying themselves and aren't complaining about "not getting anywhere," then things are fine. If, on the other hand, they grouse about how they never get any better or they're quickly reaching the highest levels in the game, the pace of advancement probably needs to be adjusted. This, like much that deals with awarding experience, may not come to a DM immediately. Let experience be your guide.

Level Advancement and Prestige

As characters advance in level their skills and abilities improve, and they become better able to survive and thrive. At the same time, character advancement also brings with it a certain degree of acclaim (or notoriety) as rumors and tales their exploits spread throughout the lands.

Beginning, 1st-level, characters are only marginally exceptional, with abilities slightly superior to those of the average 0-level NPC. With level advancement the character's prowess and place amongst his peers improves. The bulleted list below illustrates how class levels translate to an individual's place amongst his peers:

- 1st level: 1 in 10. The best in an extended family
- 2nd level: 1 in 50. The best on a manor or in a thorp.
- 3rd level: 1 in 100. The best in a small hamlet.
- 4th level: 1 in 250. The best in a hamlet or tiny barony.
- 5th level: 1 in 500. The best in village or small barony.
- 6th level: 1 in 1,000. The best in a barony or large village.
- 7th level: 1 in 2,500. The best in a small town.
- 8th level: 1 in 5,000. The best in a large town or march.

- 9th level: 1 in 7,500. The best in a large town or ward.
- 10th level: 1 in 10,000. The best in a small county or small city.
- 11th level: 1 in 25,000. The best in a county or large city.
- 12th level: 1 in 50,000. The best in a small duchy or very large city.
- 13th level: 1 in 100,000. The best in a duchy or metropolis.
- 14th level: 1 in 250,000. The best in principality or vast metropolis.
- 15th level: 1 in 500,000. The best in a small kingdom.
- 16th level: 1 in 1,000,000. The best in a kingdom.
- 17th level: 1 in 2,500,000. The best in a large kingdom.
- 18th level: 1 in 5,000,000. The best on a continent.
- 19th level: 1 in 7,500,000. The best in an empire.
- 20th level: 1 in 10,000,000. The best in the world.

This gives a useful sense of scale and of threat level. For example, a 16th level magic-user can threaten an entire kingdom. A 10th level fighter can threaten a small city. A 19th level assassin can strike fear throughout an empire. A 6th level thief preys on the residents of a barony. Here are some examples of famous or infamous fictional characters:

- Achilles was a 19th level fighter when he slew Hector.
- Aragorn, King of Gondor, is a split-class 8th level ranger - 8th level fighter.
- Arthur, King of the Britons, is a 16th level fighter.
- Beowulf, who was able to save the small kingdom of the Geats by defeating Grendel, was a 15th level fighter.
- Bilbo Baggins is a 6th level thief at the end of the *Hobbit*.
- Conan, king of Aquilonia, is a 16th level barbarian.
- Elric of Melniboné is a 19th level fighter/magic-user.
- Fafhrd and the Grey Mouser are both 13th level characters.
- Gimli, son of Glóin, is a 12th level fighter.
- Lancelot, the best knight in England and France, is 17th level.
- Legolas of Mirkwood is probably a 12th level fighter.
- Merlin is a 17th level magic-user/druid.
- Robin Hood, hero of Nottingham County, was a 10th level fighter.
- Thoth-Amon, most powerful sorcerer-priest in Stygia, is a 17th level magic-user/cleric.

Of course, these are just approximations. It's possible Robin Hood was the best archer in England (16th level). But we know he was at least 10th level. Beowulf might have been the best fighter in Christendom (17th level) but was at least 15th level.

These guidelines should help you determine the level of NPCs, as well as their place in the world. A 15th level thief would, most likely, not be content with eking out a living in a backwater village while an 8th level paladin would probably not be the champion of an emperor.



TREASURE

Treasure can consist of any, some, or all of the following: coins, gems, jewels, art objects, mundane items, treasure maps, spellbooks, and magic items.

Treasure can be found in lost dungeons, hidden in a merchant's pocket, or serve as the bed for an ancient red dragon. Treasure reflects the wealth that a character or monster owns or has acquired in a lair. In most cases, a creature keeps valuables in its home or lair, and carries little or no treasure when it travels. Intelligent creatures that own useful, portable treasure such as magic items tend to carry and use them, leaving bulky and valuable monies and gems in their lair.

Characters in a roleplaying game strive for many things - fame, glory, experience, among them. But for those who are not fully satisfied with such intangible rewards, there is one other goal - fortune.

Strands of glittering golden chains, stacks of silver coin, heaps of marten fur, bejeweled crowns, enameled scepters, silken cloths, and powerful magical items all wait to be discovered - or wrested from the grasp of powerful monsters. With such treasures awaiting, how could any bold adventurer be content to remain peacefully at home?

Treasure is more than just a goal or a measure of material wealth. "It takes money to get money," so the old saying goes, and for adventurers one could even say, "It takes money to stay alive." As characters survive and succeed, their challenges become greater and deadlier.

At 1st level a simple suit of studded armor, a stout pair of boots, and a few simple spells were all a character needed; at higher levels such simple accoutrement no longer suffices. Faced with terrible foes, characters quickly discover that they need strong armors, barded horses, a variety of weapons, fortifications, men-at-arms, potions, scrolls, and potent magical items.

These are the kinds of things the characters have to find, make, or buy. And however they go about acquiring them, they're going to need money. In a sense, then, treasure is also a method of measuring a character's power. Even a low-level character with money and magic to spare is more than a match for an impoverished fellow of higher level. Thus, getting rich and getting ahead are rewards in and of themselves.

Forms of Treasure

There are many different kinds of treasure. Some of these are obvious, their approximate value known to all. Others are less easy to spot, their value more difficult to determine.

The simplest treasures are items of set value - gold, silver, platinum, and copper coins. Virtually anyone can tell the worth of these. Those with a trained eye can assess the value of semi-precious and precious stones, both cut and uncut. A trained jeweler, goldsmith, or silversmith can appraise man's work in precious metals - plateware, necklaces, brooches, tiaras, bracelets, rings, and other pieces of jewelry. Tradesmen can evaluate the handiwork of their craft, be it enamelware, blown glass, statuary, or delicate embroidery.

Overeager adventurers can easily overlook vast treasures in the form of common goods. Few pay attention to bolts of fine linen, stacks of sable marten fur, casks of wine, or tons of raw iron ore, yet these can be worth great fortunes. Not every fortune shines, glitters, or can even be touched.

What if the characters find a sheaf of cracked papers in an ancient horde and one of the papers turns out to be a long-lost land deed? Is it valuable? Could the characters use it to enforce a claim? Documents granting land, privileges, titles, offices, and rights of taxation (or freedom from it) are all valuable. The characters may not wish to become landowners, but they can certainly find some merchant willing to pay cash money for the right.

Finally, there are magical items, desired and coveted by virtually every player character. These items give the character power beyond his level. They excite the imagination and fill the campaign with mysterious wonder and romance. Carefully chosen and carefully awarded, magical items add an exotic element important to any AD&D game.

The DM places, awards, and controls the treasures that appear in his campaign. The amount of treasure, both monetary and magical, the characters receive will have great effects on the development of the campaign. For this reason, several questions should be answered before play begins:

Is the world poor in magical items, such that the discovery of a simple potion will be seen as a great reward? Or is it rich in magical items, such that the player characters will have many and will use them often just to survive? Will their supply of magical items be so great as to render them all but unstoppable?

Will the player characters be forced to undertake dangerous adventures just to have food from day to day, or will they have so much wealth that their adventures will involve those of the highest levels of society and power? Will the characters have too much money, making them difficult to coerce, bribe, threaten, or even challenge? Will they be poor and, possibly, depressed and frustrated?

Only the DM can answer these questions. And answer them he should, for they will shape the campaign as surely as any other single factor.

Placement of Treasure

One given in the AD&D game is that there is a significant amount of treasure (monetary and magical) that is not circulated in the society. These treasures are not used to purchase goods or pay for services. They do not collect interest in banks (a foreign concept to the age, anyway). They do not represent collateral used to secure loans or maintain prestige. They are not the underpinnings of monetary systems. They are just piles of unused treasure, apparently forgotten, their potential unrealized. By normal standards, this is an illogical situation. So, just why is there so much treasure laying around?

Now, it is not important to create a detailed background that goes into the economic theories of dragon-hoarding or the supply-and-demand trade structures of dwarves. But it doesn't hurt to look at some of the basic premises behind all this loose treasure. Take these three related premises:

- Long ago the world was a wealthier place, since all this money has been taken out of circulation.
- Once the world was more culturally advanced, since only an organized society can control things like minting on a large scale.
- The world has fallen into a dark age, since now these same hoards are eagerly sought after by adventurers and there are few governments able to mint such amounts of coinage.

From these premises, the DM begins to create a background for his campaign world. Other deductions could be made and different premises reached from the same beginning. The ones given above provide a broad range of excuses for adventures, both for the players and the DM. Recovering that which was lost leads to all manner of possibilities: treasure maps, ruined empires overswept by desert, legends of powerful wizards with spells now unheard of, magical devices of unknown function, relics and artifacts from the previous age, even greater powers no longer worshiped.

Who's Got the Treasure?

The next question relating to treasure hoards is just who assembles these treasures and to what end? The answer can be divided into two simple categories, the unintelligent and the intelligent creature. Unintelligent creatures here refer not to those totally mindless beings, rather to those of animal nature for whom wealth has no meaning.

Unintelligent Creatures

Few unintelligent creatures set out with the intention of amassing a fortune. Such treasures grow by chance and happenstance. The remains of victims dragged back to the creature's lair may include what fortune, arms, armor, and magical items that victim was carrying. These, unsavory and indigestible, could be thrown aside or scattered among the bones and refuse of previous meals.

Fortunately for adventurers, most animals have some sanitary habits and regularly clean their dens of refuse, creating small garbage dumps just outside their doors. Thus, the unwanted litter from the lair of a giant eagle could be scattered around the base of its tree, while the remains of a cave bear's kill could be found somewhere near the opening to its den.

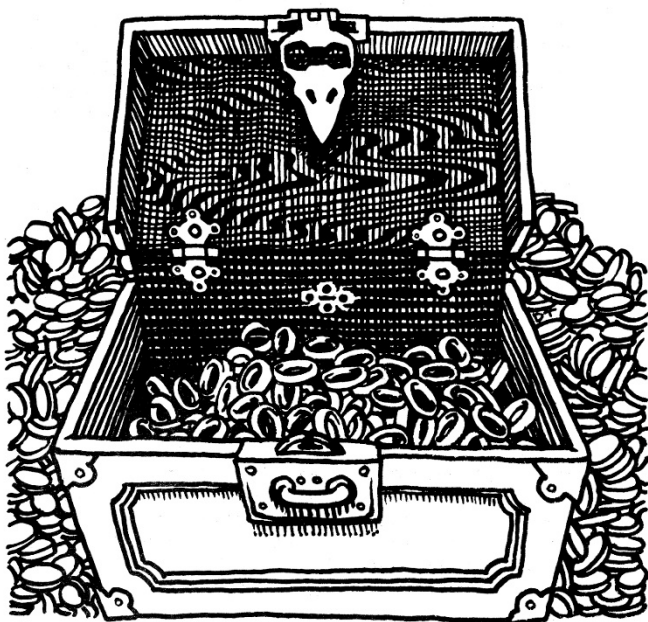
At the same time, animals (and bestial monsters) often have a fascination with the strangest of objects. Packrats and magpies are known to carry off shiny objects, pet ferrets will carry off pennies and shoes, and birds will weave all manner of things into their nests. Thus, it is

possible for virtually any item of interest to be found in the lair of a creature.

There won't be many items in a lair, since few animals make an industry of such gathering. However, the nest of a giant otter might include a set of leather armor and fine silks for bedding material, while the nest of a roc could have a magical rope woven into it.

In the rarest of instances, the creature could actually eat its treasure, though hardly by design. This is most often the case for creatures lacking the limbs to separate the edible from the inedible and especially for those with voracious appetites. Sharks' bellies have been known to hold such strange items as license plates, suits of armor, hubcaps, and other indigestible bits of metal. In adventuring, such instances should be limited to beasts with massive maws such purple worms, killer whales, and gelatinous cubes.

Finally, there are a few creatures that actually feed on items others consider treasure. The beast may eat gems or precious metals. Of course, such creatures are not likely to have a sizeable hoard, and treasures found by them will not remain around forever.



Intelligent Creatures

Here, the DM can begin ascribing emotions and motives. Intelligent creatures may hoard because of greed and avarice. They may do so for social status or material comforts. Indeed, many normal reasons can be given. However, the reasons are not always clearly apparent.

While a hobgoblin may kill and steal to gain a treasure he can use to become the chief of his tribe or to buy goods from unscrupulous merchants, what are the reasons for a dragon to build a treasure hoard? Dragons don't go into town and buy goods, and they don't pay builders to construct homes. They just don't seem to have any use for the vast sums of money they collect (and collect they do!).

For dragons and other intelligent creatures, the DM must create more bizarre and alien motives. Dragons may hoard treasure because they are obsessive about such things. They may have the notion that they are the guardians and recoverers of those things of the earth. They may simply feel it is their right to possess all that they can. Within their own relationships, the size of a hoard may have some bearing on the perceived might of the creature. It could even be that the wondrous beauty of treasure items brings an inner harmony and peace to the creature.

Even for those intelligent creatures with understandable motives, things are apt to be a bit different from normal. A hobgoblin society is vastly different from that of humans or most other player character races. Hobgoblins don't go to cities and spend money on palaces, fine drink, and elaborate gardens. Their expenditures are apt to be much more brutal or mundane. At the same time, they do not have an economy as developed as that of human society. Perhaps they need vast sums of money because the price relationships are so bizarre.

Weapons may be astronomical in price and armor outlandish. Powerful chieftains may demand regular gifts and tribute from their underlings. Such payments may be made eagerly since death is the alternative. Indeed, such a system of gifting may be culturally ingrained, each warrior attempting to prove he is still fit to be a member of the tribe.

Everything above notwithstanding, it isn't necessary to justify every hoard in existence. However, doing so provides clues about the size of a treasure and how the owner might react to someone trying to snatch it.

A dragon might take an extreme view of anyone taking even the slightest amount of treasure from its vast pile. A hobgoblin might go berserk if the characters attempt to rob him. The hobgoblin's companions might take little interest in their friend's problem. The player characters represent a threat, but after all, each hobgoblin must prove he can defend himself. On the other hand, looting the chieftain's treasure room would almost certainly lead to upheavals within the tribe. The chief is bound by the same customs as his warriors, and if he can't protect his treasures, he doesn't deserve to be chieftain - at least by this particular philosophy.

Intelligent monsters will take precautions to guard their treasure that would never dawn on unintelligent beasts. The hobgoblin chieftain isn't going to leave his treasury unguarded. Furthermore, he isn't going to trust his own guards, either, and so is likely to have the treasury rigged with at least one (and probably several) dangerous traps. Should he be so lucky, the chieftain will even have a trained guard-beast or two to discourage thieves.

Even a lowly hobgoblin warrior is going to make an effort to protect what is his. If his horde is small, he may carry his wealth with him at all times. He may bury it where only he can find it. He may place it in a trapped and locked chest, preferably one that is chained to the wall or floor. This is not a society with an overabundance of love and trust, after all. A dragon, at the other extreme, may simply consider his reputation sufficient deterrent... particularly while the dragon is present!

Planned and Random Encounter Treasure

It is important for the DM to distinguish between placed treasures and those found with random encounters. The scale of the two is vastly different.

Monster descriptions in the *Monstrous Manual* differentiate between treasures found in a creature's lair, den, or base and those carried by individuals. Treasure gained through a random encounter will be smaller than treasure gained through a planned encounter. If a random treasure is larger or more significant than a placed one, the players are going to remember and value the random encounter more than the plot.

Treasures should be used to build the adventure, develop a plot, and reward intelligent and daring play. If they just appear randomly, not only is the DM throwing away a useful adventure-building device, he is threatening his overall campaign. In general, a large treasure should be a planned part of an adventure, a way to motivate players, or a goal to be achieved by the characters.

And remember, as important as treasure is, it need not be the sole motivator for a story. Indeed, there are times when it will be unimportant to the adventure. In these cases, the plot doesn't need monetary motivation to interest the players. Still, small rewards should still be made available to the players as a treasure reward, no matter how small, gives the players the feeling that their characters are succeeding and moving ahead.

Maintaining Balance

For all his good intentions, sooner or later the DM is likely to err in the awarding of treasure. Either he will award too little or hand out too much. The first is just tight-fistedness; the second leads to high-powered, low-roleplaying campaigns (sometimes called "Monty Haul" dungeons). If both DM and players enjoy a particular type of campaign and are having a good time, there is no problem to fix. However, more often than not, these two extreme adventuring styles lead to game problems.

Too Little Treasure

In the case of a tight-fisted DM, the most obvious signs that the players are not having fun are frustration, cynicism, and low expectations. If the characters are not finding treasures commensurate to the risks they took,

the players are going to wonder if all the effort of playing is really worth it. They become frustrated when, upon solving a devious trap, they discover a pittance, or nothing at all.

Their cynicism shows as they start to make snide remarks about the level of rewards they have received or are likely to get for future efforts. Finally, they just begin to expect less and less from the DM's campaign, until it reaches the point where they expect nothing and they go home! In such a campaign, the DM may have a fine time, creating detailed settings and elaborate adventures. But if he does not have the enthusiasm of his players, there isn't much point in playing.

Such a campaign can succeed if there are other rewards that involve the players in the game. Perhaps there are ample opportunities for character advancement or personality development. The characters may have the opportunity to play a decisive role in world affairs. These things are possible, but only a DM of extraordinary skill can overcome the drawbacks he has created.

Fortunately, the problems of too little treasure are easily fixed - simply introduce more treasure into the campaign. No adjustments need to be made to the characters. The treasures available in the game world can be increased without the players even aware that the change has been made.

Too Much Treasure

At the other extreme, the problems of too much treasure are not so easily solved. Here players may enjoy the game - and why not? Their characters are doing quite well. They have sufficient money and magic to best any situation the DM can devise.

However, the DM seldom has the same enjoyment. He is faced with the task of topping the last lucrative adventure. He must make each adventure a greater challenge than the last. While this is true for all DMs, it is grossly exaggerated for the DM who has given out too much: How do you top the adventure where the fighter got the Hammer of Thor or some equally valuable item?

Invariably, the players reach a point where they, too, become frustrated and bored. Encounters are no longer challenging and rewards become superfluous.

Fixing such a situation is far from easy. The first thing to do is to refrain from giving out so much treasure in future adventures. Painful as it may be to players used to a glut of treasure, cutting back on future treasure hauls is a must.

The second part of the fix is far more difficult - removing from the campaign some of what has already been given. Most players won't voluntarily surrender their goods and equipment just because the DM made a mistake. The inventive DM must be inventive, resorting to new and bizarre taxes, accidents, theft and anything else he can think of. Use a given method only once and be sure to allow the characters a fair chance. Nothing will upset and anger players more than having their characters jerked about like a dog on a chain.

Sometimes the situation has just gotten so far out of hand that there is no way to bring it back under control. For example, because the DM has given out excessive magic, the players have near-godlike powers. They have used *wishes* to exceed ability score limits and enhance their classes with permanent abilities. They have fashioned an other-planar stronghold impervious to anything. They have reached the point where they are dictating the structure of the game to the DM. There is only one cure - starting over.

Require all the characters to retire, and begin anew with 1st level characters, being careful not to make the same mistakes again. The players may grumble and complain, but if the DM is fair, the complaints should eventually be overcome. To this end, the DM may even want to set the new characters in a different part of his campaign world, one that has not been explored before.

Division of Treasure

The following methods of dividing treasure are commonly used in the name of fairness and party unity:

1. Equal shares (share and share alike) is a simple division by the total number of characters involved.
2. Shares by level is a division whereby all character levels of experience are added and the total treasure divided by this sum.

One share of treasure is given for each experience level. Multiclassed characters add 1 to their character level for all levels after 1st when progressing in 2 classes at once. They add 2 character levels when progressing in 3 classes at once. Split-classed characters receive shares based upon their totaled class levels in all classes.

3. Equal shares plus bonus is a method to reward excellence and leadership. Treasure is divided by the sum of all characters, plus two or three. The outstanding character or characters, as determined by vote, each gain one extra share.

The following exceptions are common when determining the distribution of party wealth:

1. Non-player character henchmen of a player character count as $\frac{1}{2}$ of a character (or of $\frac{1}{2}$ of their character level, if determining shares by totaled levels). Henchmen do not gain bonus shares for excellence or leadership.
2. A character incapacitated or killed (but subsequently brought back to life) is eligible to share in treasure gained prior to such incapacity or death.
3. Characters who are uncooperative, who obstruct the party, attack party members, or are the proximate cause of another party member's incapacitation or death shall forfeit from $\frac{1}{4}$ of their share(s) as penalty for their actions.



TREASURE TABLES

To simplify the assignment of treasures to lairs and monsters, the AD&D game uses a set of alphabetic codes to categorize different sizes and types of treasure. Each monster listing in the *Monstrous Manual* has a "Treasure Type" listing followed by a series of letters. These letters refer to the following Treasure Tables.

To use these Treasure Tables, first find the letter given under the monster listing. On that row each column then lists the percentage chance of a particular type of treasure appearing and the size range for that particular type. Treasures with no percentage listed are automatically present. Either choose to have that particular treasure present (and the amount) or roll randomly to determine the result.

The first part of the table (letters A-I) lists treasures that are found in lairs only. These are sizeable treasures accumulated by social creatures (humans, orcs, hobgoblins, etc.) or by those creatures notorious for the size of their treasure hoards (especially dragons).

The second part of the table lists treasures likely to be owned by intelligent individuals or to be found in the lairs of animal intelligence or less monsters. These treasures are small. Intelligent creatures seldom carry large amounts of cash, while unintelligent ones seldom make the effort to collect it. When an individual or lair treasure warrants being larger than normal, several smaller entries can be listed to create an overall larger hoard.

Treasure Types

Lair Treasure

Treasure Type	Copper	Silver	Gold	Platinum or Electrum*	Gems	Objects of Art	Magic items
A	1d3x1,000, 25%	2d10x100, 30%	1d6x1,000, 40%	3d6x100, 35%	1d4x10, 60%	2d6, 50%	Any 3, 30%
B	1d6x1,000, 50%	1d3x1,000, 25%	2d10x100, 25%	1d10x100, 25%	1d8, 30%	1d4, 20%	Armor or weapon, 10%
C	1d10x1,000, 20%	1d6x1,000, 30%	None	1d6x100, 10%	1d6, 25%	1d3, 20%	Any 2, 10%
D	1d6x1,000, 10%	1d10x1,000, 15%	1d3x1,000, 50%	1d6x100, 15%	1d10, 30%	1d6, 25%	Any 2 + 1 potion, 15%
E	1d6x1,000, 5%	1d10x1,000, 25%	1d4x1,000, 25%	3d6x100, 25%	1d12, 15%	1d6, 10%	Any 3 +1 scroll, 25%
F	None	3d6x1,000, 10%	1d6x1,000, 40%	1d4x1,000, 15%	2d10, 20%	1d8, 10%	Any 5 non-weapons, 30%
G	None	None	2d10x1,000, 50%	1d10x1,000, 50%	3d6, 30%	1d6, 25%	Any 5, 35%
H	3d6x1,000, 25%	2d10x1,000, 40%	2d10x1,000, 55%	1d8x1,000, 40%	3d10, 50%	2d10, 50%	Any 6, 15%
I	None	None	None	1d6x100, 30%	2d6, 55%	2d4, 50%	Any 1, 15%

Individual and Small Lair Treasure

Treasure Type	Copper	Silver	Gold	Platinum or Electrum*	Gems	Objects of Art	Magic items
J	3d8	None	None	None	None	None	None
K	None	3d6	None	None	None	None	None
L	None	None	None	2d6	None	None	None
M	None	None	2d4	None	None	None	None
N	None	None	None	1d6	None	None	None
O	1d4x10	1d3x10	None	None	None	None	None
P	None	1d6x10	None	1d20	None	None	None
Q	None	None	None	None	1d4	None	None
R	None	None	2d10	1d6x10	2d4	1d3	None
S	None	None	None	None	None	None	1d8 potions
T	None	None	None	None	None	None	1d4 scrolls
U	None	None	None	None	2d8, 90%	1d6, 80%	Any 1, 70%
V	None	None	None	None	None	None	Any 2
W	None	None	5d6	1d8	2d8, 60%	1d8, 50%	Any 2, 60%
X	None	None	None	None	None	None	Any 2 potions
Y	None	None	2d6x100	None	None	None	None
Z	1d3x100	1d4x100	1d6x100	1d4x100	1d6, 55%	2d6, 50%	Any 3, 50%

* DM's choice

Coins

When treasure is found in the form of coins, it will normally be bagged or kept in chests unless it has been gathered by unintelligent monsters. Coins (regardless of metal) normally weigh in at 50 to the pound.

Gems

When gems are found, determine the value of each gem on the Base Value of Gems table below. Uncut stones, if found, have their base value reduced to 10% of the amount listed.

Base Value of Gems

The base value of gems can be determined by rolling on the following table, adjusting the base value based upon the quality and size of the

particular stone. For example, a huge semi-precious stone (carnelian, for example) is worth as much as an average gem stone, quality being equal. Size may vary from stone to stone, a 50 gp ornamental stone being of above average size, while a 50 gp gem stone would most likely be very small.

D% Roll	Base Value	Class	Size
01 -25	10 gp	Ornamental	Very small
26-50	50 gp	Semi-precious	Small
51-70	100 gp	Fancy	Average
71-90	500 gp	Precious	Large
91 -99	1,000 gp	Gem	Very large
00	5,000 gp	Jewel	Huge

In addition, there is a 10% chance that any given stone will be above or below its normal value. (Assume 10% of the stones present in a large horde are automatically unusual.) These gems can be modified according to the following table:

D6 Roll	Result
1	Stone increases to next higher base value. Roll again on this table, ignoring all results but 1. *
2	Stone is double base value.
3	Stone is 1d6x10% above base value.
4	Stone is 1d4x10% below base value.
5	Stone is ½ base value.
6	Stone decreases to next lower base value. Roll again on this table, ignoring all results but 6. **

* Above 5,000 gp, the base value of the stone doubles each time. No stone can be greater than 100,000 gp.

** Below 10 gp, values decrease to 5 gp, 1 gp, 5 sp, 1 sp. No stone can be worth less than 1 sp and no stone can decrease more than five places from its initial value.

Although you can choose to describe gems solely by their values ("You found a 50 gp gem"), more flavor is gained by described stones by name and color. The lists below present stones of different categories and their descriptions.

Ornamental Stones (Base Value 10 gp)

Azurite: Opaque, mottled deep blue
 Banded agate: Brown, blue, red, and white stripes
 Blue quartz: Transparent pale blue
 Eye agate: Gray, white, brown, blue, and green circles
 Hematite: Gray-black
 Lapis lazuli: Light or dark blue with yellow flecks
 Malachite: Striated light and dark green
 Moss agate: Pink, yellow-white with gray-green moss-like markings
 Obsidian: Jet black
 Rhodochrosite: Light pink
 Tiger eye agate: Rich golden brown with dark striping
 Turquoise: Aqua with darker mottling

Semi-Precious Stones (Base Value 50 gp)

Bloodstone: Dark gray with red flecks
 Carnelian: Orange to red-brown
 Chalcedony: White
 Chrysoprase: Translucent apple to emerald green
 Citrine: Pale yellow brown
 Jasper: Blue, black to brown
 Moonstone: White with pale blue hue
 Onyx: Black, white, or bands of both
 Rock Crystal: Clear, transparent
 Sardonyx: Bands of red and white
 Smoky quartz: light gray, yellow, brown or blue
 Star rose quartz: Smoky rose with white star center
 Zircon: Clear pale aqua

Fancy to Precious (Base Value 100-500 gp)

Amber: Transparent golden (100 gp)
 Alexandrite: Dark green (100 gp)
 Amethyst: Purple crystal (100 gp)
 Aquamarine: pale blue green (500 gp)
 Chrysoberyl: green or yellow green (100 gp)
 Coral: Pink to crimson (100 gp)
 Garnet: Deep red to violet crystal (100-500 gp)
 Jade: Light to dark green or white (100 gp)
 Jet: Deep black (100 gp)
 Pearl: Pure white, rose, to black (100-500 gp)
 Peridot: Olive green (500 gp)
 Spinel: Red, red-brown, green, or deep blue (100-500 gp)
 Topaz: Golden yellow (500 gp)
 Tourmaline: Pale green, blue, brown, or red (100 gp)

Gems and Jewels (Base Value 1,000-5,000 gp)

Black opal: Dark green with black mottling and golden flecks (1,000 gp)
 Black sapphire: Rich black with highlights (5,000 gp)
 Diamond: Clear blue-white, rich blue, yellow, or pink (5,000 gp)
 Emerald: Brilliant green (5,000 gp)
 Fire opal: Fiery red (1,000 gp)
 Jacinth: Fiery orange (5,000 gp)

Opal: Pale blue with green and gold mottling (1,000 gp)
 Oriental amethyst: Deep purple (1,000 gp)
 Oriental emerald: Bright green (5,000 gp)
 Oriental topaz: Fiery yellow (1,000 gp)
 Ruby: Clear to deep crimson red (5,000 gp)
 Sapphire: Clear to medium blue (1,000 gp)
 Star ruby: Translucent ruby with white star highlights (5,000 gp)
 Star sapphire: Translucent blue with white star highlights (5,000 gp)

Reputed Magical Properties of Gems

Regardless of what qualities gems (and other substances) are purported to possess, the mere possession of a score of a type of gem will convey absolutely no benefit of magical nature to the character concerned. These special qualities are given herein merely as information for Dungeon Master use in devising special formulae for potions, inks, etc. The information might also prove useful in other ways, particularly with regard to description of magic items, laboratories, and so on.

Gem Type	Reputed Effects or Uses
Agate	Restful and safe sleep
Alexandrite	Good omens
Amber	Wards off diseases
Amethyst	Prevents drunkenness or drugging
Beryl	Wards off foes
Bloodstone	Weather control
Carbuncle	Powers of dragon's sight
Carnelian	Protection from evil
Cats' eye agate	Protection from spirits
Chalcedony	Wards off undead
Chrysoberyl	Protection from possession
Chrysolite	Wards off spells
Chrysoprase	Invisibility
Coral	Calms weather, safety in river crossing, cures madness, staunches bleeding
Diamond	Invulnerability vs. undead
Hematite	Aids fighters, heals wounds
Jacinth	Luck travelling, wards off plague, protection from fire
Jade	Skill at music and musical instruments
Jasper	Protection from venom
Jet	Soul object material
Lapis lazuli	Raises morale, courage
Malachite	Protection from falling, wards off spells, evil spirits, and poisons
Moonstone	Causes lycanthropy
Olivine	Protection from spells
Onyx	Causes discord amongst enemies
Peridot	Wards off enchantments
Ruby	Gives good luck
Sapphire	Aids understanding of problems, kills spiders, boosts magical abilities
Sapphire, star	Protection from magic
Sard	Benefits wisdom
Serpentine	Adds to wile and cunning
Sunstone	Wards off spells, evil spirits, and poisons
Topaz	Wards off evil spells
Turquoise	Aids horses in all ways

Gem Color	Reputed Effects or Uses
Black	The earth, darkness, and negation
Blue	The heavens, truth, and spirituality
Clear	The sun - luck
Green	Reproduction, sight and resurrection
Red	Hemorrhaging control, heat
White	The moon - enigmatic
Yellow	Secrecy, homeopathy and jaundice



Objects of Art and Jewelry

This category includes jewelry, ornamental drinking vessels, elaborate snuff boxes, fine crystal and glass, statuary, carvings, and all the other small embellishments that make life more pleasant and easy to bear. The value of each should be determined on the following table:

D % Roll	Value
01-10	10-100 gp
11-25	30-180 gp
26-40	100-600 gp
41-50	100-1,000 gp
51-60	200-1,200 gp
61-70	300-1,800 gp
71-80	400-2,400 gp
81-85	500-3,000 gp
86-90	1,000-4,000 gp
91-95	1,000-6,000 gp
96-99	2,000-8,000 gp
00	2,000-12,000 gp

The DM should name each item found by the player characters, since this helps them picture in their minds just what they have found.

Sample items, such as tapestries, spices and perfumes, are listed below in order to give you some examples of objects of art and other rare commodities.

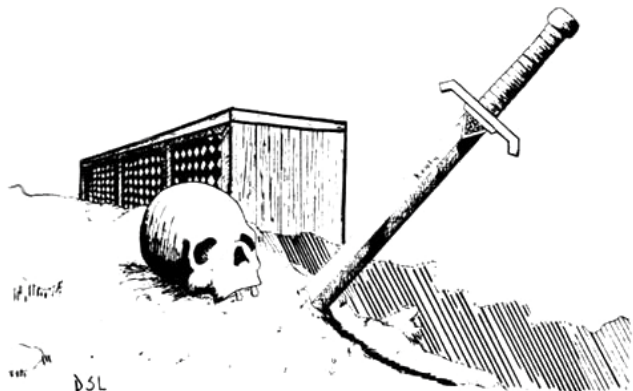
Item	Value
Brocade, tapestry, rug or carpet	1d20 gp/square yard
Furs	See below
Incense, rare	5d6 gp/stick
Ivory	1d4+2 gp/pound
Jewelry	See below
Pepper	1 gp/ounce
Perfume, rare	1d6 gp/dram
Silk	1d3 gp/square yard
Spice, rare	1d4 sp/scruple
Unguent, rare	10d6 gp/gill

Fur Type	Pelt	Trimming*	Cape or Jacket	Coat
Beaver	2 gp	20 gp	200 gp	400 gp
Ermine	4 gp	120 gp	3,600 gp	7,200 gp
Fox	3 gp	30 gp	300 gp	600 gp
Marten	4 gp	40 gp	400 gp	800 gp
Mink	3 gp	90 gp	2,700 gp	5,400 gp
Muskrat	1 gp	10 gp	100 gp	200 gp
Sable	5 gp	150 gp	4,500 gp	9,000 gp
Seal	5 gp	25 gp	125 gp	250 gp

* On collar, cuffs, and edges of typical garment

Jewelry Value	Description*
100-1,000 gp	Ivory or wrought silver
200-1,200 gp	Wrought silver and gold
300-1,800 gp	Wrought gold
500-3,000 gp	Jade, coral or wrought platinum
1,000-6,000 gp	Silver with gems
2,000-8,000 gp	Gold with gems
2,000-12,000 gp	Platinum with gems

* Specific types of jewelry can be determined on the Jewelry and Items Bejeweled Table (part of Appendix G, Dungeon Dressings)



MAGICAL ITEM TABLES

A Dungeon Master can use his discretion in setting limitations on particular items, if he wishes, or by banning items that he does not wish to include within his game. When possible, the DM should select the magical items he gives out in his campaign.

Sometimes, however, the DM has more pressing game matters on his mind. To determine randomly what magical item has been found, roll on the table below. This table directs you to one of the specific categories of magic items and refers you to the page numbers that describe those items. Complete explanations of each category follow, but as many items duplicate or closely resemble the effects of various magic spells, you will need a copy of Player's Handbook for reference.

Many magical items are of an expendable nature, where their power is depleted with each use and eventually used up. Unless otherwise specified, you are free to determine how many charges or uses remain for any such item found. Items followed by a group name are usable only by characters of that group.

Note that XP Value is the number of experience points a character gets for making an item, or for possessing and using such an item (see page 92 for more details).

The magic item table below is weighted towards results which balance the game. Potions, scrolls, armor and arms are plentiful. Rings, rods and miscellaneous items of magic represent only a 25% occurrence on the table. This is so done in order to keep magic-users from totally dominating play. They are sufficiently powerful characters without adding piles of supplementary goodies. What they gain from the table will typically be used up and discarded.

D% Roll	Category	Page
01-20	Potions and Oils	103
21-35	Scrolls	107
36-40	Rings	110
41	Rods	115
42	Staves	117
43-45	Wands	119
46	Miscellaneous Magic: Books and Tomes	122
47-48	Miscellaneous Magic: Jewels and Jewelry	122
49-50	Miscellaneous Magic: Cloaks and Robes	123
51-52	Miscellaneous Magic: Boots and Gloves	123
53	Miscellaneous Magic: Girdles and Helms	123
54-55	Miscellaneous Magic: Bags and Bottles	123
56	Miscellaneous Magic: Dusts and Stones	123
57	Miscellaneous Magic: Household Items and Tools	123
58	Miscellaneous Magic: Musical Instruments	123
59-60	Miscellaneous Magic: The Weird Stuff	124
61-75	Armor and Shields	147
76-100	Weapons	148

Once the general category is determined, the DM can choose a specific item from the tables given on the indicated page. Each item on the tables is given a die roll number so that the DM can select items randomly, if he chooses. Some tables have several subtables. Each subtable has a range of numbers in parentheses at the top. To select the appropriate subtable, check the die listed after the table's title. Roll the listed die and find the result in the number range at the top of one of the subtables. This is the subtable you read to determine which item in the list has been found.

Example: The Potions and Oils table has "(D6)" after the title. That means you roll a 6-sided die to determine which subtable (A, B, or C) to read. If you roll a 2, for example, you check subtable A (which has "1-2" at the top); if you roll a 6, you read subtable C (which has "5-6" at the top). Roll 1d20 on the appropriate subtable to determine the specific item found. Then turn to the descriptions following the tables to find out what each item does.

Magic Items on the Body

Many magic items need to be donned by a character who wants to employ them or benefit from their abilities. It's possible for a creature with a humanoid-shaped body to wear as many as twelve magic items at the same time. However, each of those items must be worn on (or over) a particular part of the body.

A humanoid-shaped body can be decked out in magic gear consisting of one item from each of the following groups, keyed to which place on the body the item is worn:

Head:	1 headband, hat, helmet, or phylactery
Eyes:	1 pair of eye lenses or goggles
Neck:	1 amulet, brooch, medallion, necklace, periapt, or scarab
Shoulders:	1 cloak, cape, or mantle around the shoulders
Torso:	1 vest, vestment, or shirt plus 1 robe or suit of armor
Waist:	1 belt or girdle
Wrists:	1 pair of bracers or bracelets
Hands:	1 pair of gloves or gauntlets plus 1 ring on each hand
Feet:	1 pair of boots or shoes on the feet

Of course, a character may carry or possess as many items of the same type as he wishes. However, additional items beyond those listed above have no effect. Some items can be worn or carried without taking up space on a character's body. The description of an item indicates when an item has this property.

Using Magic Items

Unless stated in the item's description most magic items, such as potions, scrolls, wands, staves, rods, and miscellaneous magic items, must be activated. Some items, once donned, function constantly. In most cases, using an item requires an action (see "Use an Object", PHB 65) unless the item description indicates otherwise. Reading from a spell scroll requires a Concentration Check if the reader is engaged in melee.

Potions and Oils

Potions are typically found in ceramic, crystal, glass, or metal flasks or vials (though you can change this, if you want). Flasks or other containers generally contain enough fluid to provide one person with one complete dose to achieve the effects described for each potion below.

Opening and drinking a potion takes an action. Only then do the full magical properties of the potion become evident. Magical oils are poured over the body and smeared appropriately.

Potions can be compounded by mages at relatively low cost. However, they must have a sample of the desired potion to obtain the right formula. Furthermore, ingredients tend to be rare or hard to come by. This aspect of potions, as well as the formulation of new ones by players, is detailed in the Magic Item Creation and Spell Research rules.

Potion Duration

Unless otherwise stated, the effects of a potion last for 1d2 hours.

Identifying Potions

As a general rule, potion containers should bear no identifying marks, so player characters must sample from each container to determine the nature of the liquid inside. However, even a small taste should suffice to identify a potion in some way. Introduce different sorts of potions, both helpful and harmful, to cause difficulties in identification. In addition, the same type of potion, when created in different labs, might smell, taste, and look differently.

Combining Potions

The magical mixtures and compounds that make up potions are not always compatible. The compatibility of potions is tested whenever two potions are actually intermingled, or a potion is consumed by a creature while another such liquid, already consumed, is in effect.

Permanent potions have an effective duration of 10 minutes for mixing purposes. If you drink another potion within 10 minutes of drinking one with permanent duration, check on the following table. The exact effects of combining potions can't be calculated, because of differences in formulae, fabrication methods, and component quality employed by various mages. Therefore, it is suggested that the table below be used, with the following exceptions:

1. A *delusion* potion will mix with anything.
2. A *treasure finding* potion will always yield a lethal poison.

Secretly roll 1d100 for potion compatibility and consult the following table, giving no clues until necessary. The effects of combining specific potions can be pre-set as a plot device, at your option.

D% Roll	Result
01	Explosion. If two or more potions are swallowed together, the imbiber suffers 6d10 points of force damage. Anyone within a 5-foot radius takes 1d10 points of force damage. If the potions are mixed externally (in a beaker, say), all within a 10-foot radius suffer 4d6 points of force damage, DC 15 Saving Throw for half damage.
02-03	Lethal poison results. Imbiber is dead unless a DC 15 Constitution Saving Throw is made. If externally mixed, a poison gas cloud that fills a 10' foot radius sphere results. All within the cloud must roll successful DC 15 Constitution Saving Throws or die.
04-08	Mild poison sickens the character, no Saving Throw. One potion is cancelled and the other is at half strength and duration. (Determine randomly which potion is cancelled).
09-15	Potions can't be mixed. Both potions are totally destroyed - one cancels the other.
16-25	Potions can't be mixed. One potion is cancelled, but the other remains normal (random selection).
26-35	Potions can't be mixed. Both potions function at half normal efficacy.
36-90	Potions can be mixed and work normally, unless their effects are contradictory (for example, <i>diminution</i> and <i>growth</i> , which will simply cancel each other).
91-99	Compatible result. One potion (randomly selected) has 150% its normal efficacy. The DM can rule that only the duration of the augmented potion is extended.
00	Discovery. The mixing of the potions creates a special effect - only one of the potions will function, but its effects upon the imbiber are permanent. (Note that some harmful side effects could well result from this, at the DM's discretion.)

Random Potion Tables (D6)

Potion Subtable A (1-2)		
D20 Roll	Item	XP Value
1	Animal Control*	250
2	Clairaudience	250
3	Clairvoyance	300
4	Climbing	300
5-6	Delusion**	—
7	Diminution	300
8	Dragon Control*	700
9	Elixir of Health	350
10	Elixir of Life	750
11	Elixir of Madness**	—
12	Elixir of Youth	500
13	ESP	500
14-15	Extra-healing	400
16	Fire Breath	400
17	Fire Resistance	250
18	Flying	500
19	Gaseous Form	300
20	DM's Choice	—

Potion Subtable B (3-4)		
D20 Roll	Item	XP Value
1	Giant Control*	600
2	Giant Strength* (Fighter***)	550
3	Growth	250
4-5	Healing	200
6	Heroism (Fighter***)	300
7	Human Control*	500
8	Invisibility	250
9	Invulnerability (Fighter***)	350
10	Levitation	250
11	Longevity	500
12	Oil of Acid Resistance	500
13	Oil of Disenchantment	750
14	Oil of Elemental Invulnerability*	500
15	Oil of Etherealness	600
16	Oil of Fiery Burning	500
17	Oil of Fumbling**	—
18	Oil of Impact	750
19	Oil of Slipperiness	400
20	DM's Choice	—

Potion Subtable C (5-6)

D20 Roll	Item	XP Value
1	Oil of Timelessness	500
2	Philter of Glibness	500
3	Philter of Love	200
4	Philter of Persuasiveness	400
5	Philter of Stammering and Stuttering**	—
6	Plant Control	250
7-8	Poison**	—
9	Polymorph Self	200
10	Rainbow Hues	200
11	Speed	200
12-13	Super-heroism (Fighter)	450
14	Sweet Water	200
15	Treasure Finding	600
16	Undead Control*	700
17	Ventriloquism	200
18	Vitality	300
19	Water Breathing	400
20	DM's Choice	—

* The type of creature affected can be determined by die roll (see the specific item description for more information).

** The DM shouldn't reveal the exact nature of the potion.

*** Includes subclasses of the listed class

Potion Descriptions

The following potions represent those typically found by adventurers or created by spellcasters:

Animal Control: This potion enables the imbiber to affect animals of one type - cats, dogs, horses, etc. - as per the Charm Monster spell (PHB 96) for 1d2 hours. The number of animals controlled depends upon size: 5d4 animals of Small-size; 3d4 animals of Medium-size; or 1d4 animals of Large-size. The type of animal that can be controlled depends upon the particular potion, as indicated by die roll (d20):

D20 Roll	Animal Type
1-4	Mammal/marsupial
5-8	Avian
9-12	Reptile/amphibian
13-15	Fish
16-17	Mammal/marsupial/avian
18-19	Reptile/amphibian/fish
20	All of the above

Animals with Intelligence of 5 (low Intelligence) or better are entitled to a DC 15 Charisma Saving Throw. Control is limited to emotions or drives unless some form of communication is possible. Note that many monsters can't be controlled by the use of this potion, nor can humans, demihumans, or humanoids (see *ring of mammal control*).

Clairaudience: This potion empowers the creature drinking it to hear as the 3rd level magic-user spell of the same name. However, the potion can be used to hear even unknown areas within 100 feet. Its effects last for 20 minutes.

Clairvoyance: This potion empowers the individual to see as the 3rd level magic-user spell, Clairvoyance. It differs from the spell in that unknown areas up to 100 feet away can be seen. Its effects last for 10 minutes.

Climbing: Imbibing this potion gives the user a +10 bonus to all Athletics skill checks made to climb or scale surfaces. A *climbing potion* is effective for 1d2 hours.

Delusion: This potion affects the mind of the character so that he believes the liquid is some other potion (*healing*, for example, is a good choice - damage is "restored" by drinking it, and only death or rest after an adventure will reveal that the potion only caused the imbiber to believe that he was aided). If several individuals taste this potion, it is 90% probable that they will all agree it is the same potion (or whatever type the DM announces or hints at).

Diminution: After drinking this potion, the individual (and everything he's carrying and wearing) diminishes in size. If half of the potion is drunk, the imbiber is reduced in size as per the Reduce Person spell (PHB 113). If the entire potion is swallowed the person shrinks to 10% of

his normal size and gains a +5 bonus to Armor Class and Stealth checks. In this form, the user is too small to move or use most objects or deal damage in combat and has his Movement Rate reduced to 10% of its usual value (rounded to the nearest 5'). The effects of this potion last for 1d3 hours.

Dragon Control: This potion enables the individual drinking it to cast what is, in effect, a Charm Monster spell upon a particular dragon within 60 yards. The dragon is entitled to a DC 20 Charisma Saving Throw. Control lasts for 5-20 (5d4) rounds. There are various sorts of dragon potions, as shown below:

D20 Roll	Dragon Type
1-2	White Dragon control
3-4	Black Dragon control
5-7	Green Dragon control
8-9	Blue Dragon control
10	Red Dragon control
11-12	Brass Dragon control
13-14	Copper Dragon control
15	Bronze Dragon control
16	Silver Dragon control
17	Gold Dragon control
18-19	Evil Dragon control*
20	Good Dragon control**

* Black, blue, green, red, and white

** Brass, bronze, copper, gold, and silver

Elixir of Health: This potion cures ability damage, blindness, deafness, disease, feeble-mindedness, insanity, infection, infestation, poisoning, and rot. It will not heal wounds or restore Hit Points lost through any of the above causes. Imbibing the whole potion will cure all of the above afflictions suffered by the imbiber. Half a flask will cure any one or two of the listed ills (DM's choice).

Elixir of Life: This potent draught will restore life to any creature, so long as its body is mostly intact. The power of the elixir will function only if administered internally within 10 minutes of the occurrence of death. 10 minutes later, the recipient will be unconscious but at 1 Hit Point strength.

Elixir of Madness: A single sip of this elixir causes the imbiber to go mad, as if affected by the 7th level magic-user spell, Insanity, until an Improved Restoration, Heal, Limited Wish, Miracle, or Wish is used to remove the madness. Once any creature is affected by the elixir, the remaining draught loses all magical properties, becoming merely a foul-tasting liquid.

Elixir of Youth: Quaffing this rare and potent elixir will reverse aging. Taking the full potion at once reduces the imbiber's age category by one (i.e. from middle-aged to mature or from venerable to old). If the imbiber is already young, the imbiber becomes a child.

The ability score modifiers for aging are reversed by this process. See page 17 for more details. Children take a -1 penalty to their Strength, Wisdom, and Constitution scores (these penalties are removed once the character reaches young adulthood).

This elixir will only work once in a person's lifetime. Additional uses of this elixir will have no effect.

ESP: The ESP potion bestows an ability that is the same as the 2nd level magic-user spell of the same name, except that its effects last for 1 hour.

Extra-Healing: This potion restores 3d8+6 Hit Points of damage when wholly consumed, or 1d8+2 Hit Points of damage for each one-third that is drunk.

Fire Breath: This potion allows the imbiber to spew a tongue of flame any time within one hour of quaffing the liquid. Each potion contains enough liquid for four small draughts. One draught allows the imbiber to breathe a 15' cone of fire that inflicts 1d10+2 points of fire damage. A double draught doubles the range and damage. If the entire potion is taken at once, the cone is 50' long (and wide) and inflicts 4d10+8 points of damage. A DC 15 Dexterity Saving Throw for half damage applies in all cases.

If the flame is not expelled before the hour expires, the potion fails, with a 10% chance that the flames erupt in the imbiber's system, inflicting double damage upon him, with no Saving Throw allowed.

Fire Resistance: This potion bestows upon the person drinking it magical invulnerability to all forms of normal fire (such as bonfires, burning oil, or even huge pyres of flaming wood). It also gives resistance to fires generated by molten lava, a Wall of Fire, a Fireball, fiery dragon breath, and similar intense flame or heat. All damage from such fires is reduced by 2 points per die of damage, and if a Saving Throw is applicable, it is rolled with a +4 bonus. The potion lasts for 10 minutes.

Flying: A *potion of flying* enables the individual drinking it to fly in the same manner as the 3rd level magic-user spell Fly.

Gaseous Form: By imbibing this magical liquid, the individual causes his body, as well as anything he's carrying or wearing, if so desired, to become gaseous as per the 3rd level magic-user spell Gaseous Form. The entire potion must be consumed to achieve this result, and the effects last the entire duration (1d2 hours).



Giant Control: A full potion of this draught must be consumed for its effects to be felt. It will influence a giant like a Charm Monster spell. Control lasts for 5d6 rounds. The giant is entitled to a DC 20 Charisma Saving Throw. The type of giant subject to a particular potion is randomly determined.

D20 Roll	Giant Type
1-6	Hill giant
7-10	Stone giant
11-14	Frost giant
14-17	Fire giant
18-19	Cloud giant
20	Storm giant

Giant Strength: When a *giant strength* potion is consumed the individual gains great strength. There are 6 types of giant strength potions available, with each potion granting the strength score and the ability to hurl boulders (base range of 60') as a giant type indicated. The duration of the potion is 10 minutes.

D20 Roll	Giant Type	Strength	Base Boulder Damage
1-6	Hill giant	19	1d6
7-10	Stone giant	20	1d6
11-14	Frost giant	21	1d8
14-17	Fire giant	22	1d8
18-19	Cloud giant	23	1d10
20	Storm giant	24	1d10

Growth: This potion causes the height and weight of the person consuming it to increase. If half of the potion is drunk, the imbiber increases in size as per the Enlarge Person spell (PHB 113). If the entire potion is swallowed the person grows to 5 times his normal height but takes a -5 penalty to Armor Class and -10 penalty to Stealth checks. In this form, the user's size category increases by two (i.e. from Small to Large or from Medium to Huge) and the user gets a +5 bonus to all Strength ability checks and +10' to his Movement Rate. The character's carrying capacity is multiplied by four but his equipment's weight (which is also enlarged) increases four-fold as well. Weapons wielded by the character have their base damage increased by three die types (from 1d4 to 1d10 or from 2d6 to 2d12). The effects of this potion last for 1d3 hours.

Healing: An entire potion must be consumed in a single round. If this is done, the potion restores 1d8+2 Hit Points of damage (see extra-

healing above).

Heroism: This gives the imbibor a temporary increase in levels if he has fewer than 10 levels of experience.

Character Level	Temporary Levels Gained	HD Gained
0	4	4d10
1 st - 3 rd	3	3d10
4 th - 6 th	2	2d10
7 th - 9 th	1	1d10

When the potion is quaffed, the individual fights as if he were at the experience level bestowed by the magic of the elixir. The imbiber's Proficiency Bonus and Common Ability Bonus also improve, but no additional class features are gained.

Damage sustained is taken first from magically gained Hit Dice and temporary bonus Hit Points. Constitution modifiers are applied to these bonus Hit Dice. This potion can only be used by fighters (and fighter subclasses such as rangers and paladins).

Human Control: A *potion of human control* allows the imbiber to control up to 32 levels or Hit Dice of humans, humanoids, and demihumans as if a Charm Person spell had been cast. All creatures are entitled to a DC 15 Charisma Saving Throw. This potion lasts for 5d6 rounds. The type of human(s) that can be controlled is randomly determined.

D20 Roll	Human/Humanoid Controlled
1-2	Dwarves
3-4	Elves/Half-Elves
5-6	Gnomes
7-8	Halflings
9-10	Half-Orcs
11-16	Humans
17-19	Humanoids (gnolls, orcs, goblins, etc.)
20	Elves, Half-Elves, and Humans

Note that both elves and half-elves may be charmed by use of this potion. Their racial immunities and resistances are ineffective against this potion.

Invisibility: This potion confers invisibility similar to the 2nd level magic-user spell of the same name. The individual possessing this potion can quaff a single gulp - equal to 1/8 of the contents of the container - to gain invisibility for 1d3 hours.

Invulnerability: This potion confers immunity to nonmagical weapons. It also protects against attacks from creatures (not characters) with no magical properties or with fewer than 4 Hit Dice. Thus, an 8th level character without a magical weapon could not harm the imbiber of an invulnerability potion.

The potion also improves Armor Class rating by 2 points and gives a bonus of +2 to his Saving Throws versus all forms of attack. Its effects are realized only when the entire potion is consumed, and they last for 5d4 rounds. Only fighters (and fighter subclasses such as rangers and paladins) can use this potion.

Levitation: A *levitation* potion enables the consumer to levitate in much the same manner as the 2nd level magic-user spell of the same name. The potion allows levitation of the individual only, to a maximum weight of 600 pounds. The consumer can carry another person, as long as their total weight is within this limit.

Longevity: The *longevity* potion reduces the character's age by 25%, restoring youth and vigor, and reverses all magical aging. The entire potion must be consumed to achieve the desired result.

Each time one drinks a *longevity* potion, there is a 1% cumulative chance the effect will be the reverse of what the consumer wants - all age removed by previous drinks will be restored!

Oil of Acid Resistance: When this oil is applied to skin, cloth, or any other material, it confers virtual invulnerability against acid. The oil wears off, but slowly - one application lasts for a whole day (1440 minutes). Each time the protected material is exposed to acid, the duration of the oil is reduced by as many rounds as Hit Points of damage the acid would have caused to exposed flesh. Thus, if a black dragon breathes for 64 points of acid damage, a person protected by this oil would lose 1 hour and 4 minutes of protection.

Each flask contains sufficient oil to protect one man-sized creature

(and equipment) for 24 hours; or to protect any combination of creatures and duration between these extremes.

Oil of Disenchantment: This oil enables the removal of all enchantments and charms placed upon living things, and the suppression of such effects on objects. If the oil is rubbed in a creature, all enchantments and charms on it are immediately removed.

If rubbed onto objects bearing an enchantment, the magic will be lost for 1d2+3 hours. After this time, the oil loses potency and the item regains its enchantment. The oil does not radiate magic once it is applied, and masks the enchantment of whatever it coats, so that an item so coated will not show any enchantment for as long as the oil remains effective.

Oil of Elemental Invulnerability: This precious substance gives total invulnerability to one type of normal elemental force on the Prime Material Plane: wind storms, fires, earth slides, floods, and so forth. There is a 10% chance that each such flask will also be effective on the appropriate Elemental Plane - this allows the protected individual to operate freely and without danger from elemental forces.

Attacks by elemental creatures are still effective, but their damage is reduced by 2 Hit Points per die of damage. A flask contains enough oil to coat one man-sized creature for eight days or eight individuals for one day. The element protected against is determined randomly.

D4 Roll	Element
1	Air
2	Earth
3	Fire
4	Water

Oil of Etherealness: This potion is actually a light oil that is applied externally to clothes and exposed flesh, conferring etherealness as per the 7th level Ethereal Jaunt spell (PHB 114).

The oil takes effect three rounds after application, and it lasts for 1d2 hours unless removed with a weak acidic solution prior to the expiration of its normal effective duration. It can be applied to objects as well as creatures.

One potion is sufficient to anoint a normal human and such gear as he typically carries.

Oil of Fiery Burning: When this oil is exposed to air, it immediately bursts into flame, inflicting 5d6 points of fire damage to any creature directly exposed to the substance (a DC 15 Dexterity Saving Throw for half damage applies).

If hurled, the flask will always break. Any creature within 10 feet of the point of impact will be affected. The oil can, for instance, be used to consume the bodies of as many as six regenerating creatures, such as trolls.

If the flask is opened, the creature holding it immediately suffers 1d4 points of fire damage. Unless a DC 15 Dexterity Saving Throw is made, the flask cannot be re-stoppered in time to prevent the oil from exploding, with effects as described above.

Oil of Fumbling: This oil will seem to be of a useful type - *acid resistance*, *slipperiness*, etc. - until the wearer is under stress in an actual melee situation. At that point, he functions as if under the effects of a Fumble spell (PHB 121). Only a thorough bath of some solvent (alcohol, etc.) will remove the oil before it wears off.

Oil of Impact: This oil has beneficial effects on blunt weapons and missiles, both magical and nonmagical. When applied to a blunt weapon such as a club, hammer, or mace, it bestows a +3 magical bonus to attack rolls and damage. If applied to a magic weapon only this bonus or that of the weapon is used, both are not totaled. One application will treat one weapon. When applied to projectiles one application will treat up to 50 sling stones.

The effect lasts 30 minutes per application. A flask of *oil of impact* holds 1d3+2 applications.

Oil of Slipperiness: Similar to the *oil of etherealness* described above, this liquid is to be applied externally. This application makes it impossible for the individual to be grabbed, grasped, or hugged by any opponent, or constricted by snakes or tentacles. (Note that a roper could still inflict weakness, but that the monster's tentacles could not entwine the opponent coated with *oil of slipperiness*.)

In addition, such obstructions as webs, magical or otherwise, will not affect an anointed individual. Bonds such as ropes, manacles, and chains can be slipped free. Even magical ropes and the like are not effective against this oil. If poured on a floor or on steps, treat this oil as a Grease spell (PHB 124) with a Saving Throw DC of 20. The oil requires eight hours to wear off normally, or it can be wiped off with an alcohol solution (even wine!).

Oil of Timelessness: When this oil is applied to any matter that was once alive (leather, leaves, paper, wood, dead flesh, etc.), it allows that substance to resist the passage of time. Each year of actual time affects the substance as if only a day had passed. The coated object has a +1 bonus on all Saving Throws. The oil never wears off, although it can be magically removed. One flask contains enough oil to coat eight man-sized objects, or an equivalent area.

Philter of Glibness: This potion enables the imbiber to tell lies smoothly, believably, and undetectably. The imbiber gains a +10 bonus to all Deception checks. Magical investigation (such as the Detect Lie spell) will not give the usual results but will reveal that some minor "stretching of the truth" might be occurring.

Philter of Love: This potion causes the individual drinking it to become charmed (see Charm spells) with the first creature seen after consuming the draught. The imbiber may actually become enamored if the creature is of a similar race. Charm effects wear off in 1d2 hours, but the enamoring effects last until a Dispel Magic spell is cast upon the individual.

Philter of Persuasiveness: When this potion is imbibed the individual becomes more charismatic, gaining a bonus of +5 on all Persuasion skill checks. The individual is also able to suggest as per the 3rd level magic-user spell Suggestion (PHB 165) once per 10 minutes.

Philter of Stammering and Stuttering: When this liquid is consumed, it will seem to be beneficial - *philter of glibness* or *persuasiveness*, for instance. However, whenever a meaningful utterance must be spoken (the verbal component of a spell, the text of a scroll, negotiation with a monster, etc.), the potion's true effect is revealed - nothing can be said properly.

Plant Control: A *plant control* potion enables the individual who consumes it to influence the behavior of vegetable life forms as per the Control Plants spell (PHB 100). This includes normal plants, fungi, and even molds and shambling mounds - within the parameters of their normal abilities. The imbiber can cause the vegetable forms to remain still or silent, move, entwine, etc., according to their limits.

Vegetable monsters with Intelligence of 5 or higher are entitled to a DC 15 Charisma Saving Throw. This potion last for 5-20 (5d4) rounds.

Poison: A poison potion is simply a highly toxic liquid in a potion flask. Typically, poison potions are odorless and can be of any color. Ingestion, introduction of the poison through a break in the skin, or, in some cases, just skin contact, will cause death unless a DC 15 Constitution Saving Throw is made.

You might wish to allow characters to hurl poison flasks (see Grenade-Like Missiles. PHB 66).

Polymorph Self: This potion duplicates the effects of the 4th level magic-user spell, Polymorph, for the imbiber. The form must be chosen as soon as the potion is quaffed.

Rainbow Hues: This rather syrupy potion must be stored in a metallic container. The imbiber can become any hue or combination of hues desired at will. Any color or combination of colors is possible, if the user simply holds the thought in his mind long enough for the hue to be affected. While under the effects of this potion, the imbiber gains a +5 bonus to Stealth checks. If the potion is quaffed sparingly, a flask will yield up to seven draughts of 1 hour duration each.

Speed: A *potion of speed* increases the movement and combat capabilities as per the 3rd level magic-user spell, Haste. The potion's effects last for 5-20 (5d4) rounds.

Super-Heroism: This gives the imbiber a temporary increase in levels if he has fewer than 13 levels of experience.

Character Level	Temporary Levels Gained	HD Gained
0	6	6d10

Character Level	Temporary Levels Gained	HD Gained
1 st - 3 rd	5	5d10
4 th - 6 th	4	4d10
7 th - 9 th	3	3d10
10 th - 12 th	2	2d10

When the potion is quaffed, the individual fights as if he were at the experience level bestowed by the magic of the elixir. The imbiber's Proficiency Bonus and Common Ability Bonus also improve, but no additional class features are gained.

Damage sustained is taken first from magically gained Hit Dice and temporary bonus Hit Points. Constitution modifiers are applied to these bonus Hit Dice. This potion can only be used by fighters (and fighter subclasses such as rangers and paladins).

Sweet Water: This liquid is not actually a potion to be drunk (though it tastes good). *Sweet water* is added to other liquids in order to change them to pure, drinkable water. It will neutralize poison and ruin magical potions. The contents of a single container will change up to 100,000 cubic feet of polluted, salt, or alkaline water to fresh water. It will turn up to 1,000 cubic feet of acid into pure water. The effects of the potion are permanent, but the liquid may be contaminated after an initial period of 5d4 minutes.

Treasure Findings: A *potion of treasure finding* empowers the drinker with a location sense, so that he can point to the direction of the nearest mass of treasure. The treasure must be within 250 yards and must be worth at least 100 gold pieces.

The imbiber of the potion can "feel" the direction in which the treasure lies, but not its distance. Intervening substances other than special magical wards or lead-lined walls will not withstand the powers that the liquor bestows upon the individual.

The effects of the potion last for 5d4 minutes. (Clever players will attempt triangulation.)

Undead Control: This potion gives the imbiber the ability to charm certain ghosts, ghosts, ghouls, shadows, skeletons, spectres, wights, wraiths, vampires, and zombies. The charm ability is similar to the Charm Monster spell. It affects a maximum of 16 Hit Dice of undead. The undead are entitled to DC 20 Charisma Saving Throw only if they have intelligence.

To determine the type of undead affected by a particular potion, roll 1d10 and consult the following table:

D10 Roll	Undead Type
1	Ghasts
2	Ghosts
3	Ghouls
4	Shadows
5	Skeletons
6	Spectres
7	Wights
8	Wraiths
9	Vampires
10	Zombies

Ventriloquism: This allows the user to make his voice sound as if it were issuing from someplace other than where he is – as per the 1st level magic-user spell, Ventriloquism.

The effects of the potion last for 5d4 minutes.

Vitality: This potion restores the user to full vitality despite exertion, lack of sleep, and going without food and drink for up to seven days. It will nullify up to seven days of deprivation and will continue in its effect for the remainder of its seven-day duration. The potion also grants the user immunity to poison and disease while it is in effect, and the user will recover lost Hit Points at the rate of 1 per every 4 hours.

Water Breathing: The potion allows the character drinking it to breathe normally in liquids that contain suspended oxygen. This ability lasts for 2d4 hours per dose of potion quaffed. Thus, a character who has consumed a *water breathing potion* could enter the depths of a river, lake, or even the ocean and not drown while the magical effects of the potion persist.

Scrolls

Scrolls are generally found in cylinders - tubes of ivory, jade, leather, metal, or wood. Some tubes are inscribed with magic runes or writing. PCs must read in order to open the container. This is up to the DM. Taking this approach encourages players to select and use Read Magic or Comprehend Language spells. It also makes it possible to protect power scrolls with traps (i.e. Glyphs of Warding, Fire Trap, or Explosive Runes) and curses.

If a scroll isn't immediately read to determine its contents, there is a 5% chance it will fade. The DM rolls a d20 for each scroll and, on a "natural 1" the scroll fades if not immediately read.

Protection Scrolls

Any character may read a *protection scroll* without the benefit of a Read Magic spell, regardless of whether that character can normally cast spells or not.

If a player character has more than one protection scroll, the effects are cumulative, but not the duration. Scrolls that protect against creatures do not create an actual, physical globe.

If the user forces the creature into a place from which further retreat is impossible - a corner, for example - and then continues forward until the creature would be within the radius of the circle, the creature is not harmed, and the protection is considered voluntarily broken and disappears. There is no way in which a *protection scroll* can be used as an offensive weapon.

Spell Scrolls

While any character may read a *protection scroll* without the benefit of a Read Magic spell, magic-user spells cannot be cast from a scroll or transcribed into a spellbook until a Read Magic spell or effect has been employed by the reader. This can be done at the time of the scroll's use, or the reader can prepare ahead of time by using Read Magic in advance; once magically read, a scroll remains intelligible for the character who reads it. Magic-users, as well as thieves and bards of 10th level and higher, may read and cast magic-user spells from spell scrolls.

Cleric and druid spells do not require a Read Magic spell in order to be used from a scroll. Cleric and paladins may read any clerical spell written on a spell scroll, while druids and rangers can read any druidic spell written on a spell scroll. Thieves and bards of 10th level and higher may read cleric and druid spells from spell scrolls, but only bards may cast them.

Low-level magic-users, clerics, and druids (as well as paladins and rangers with spellcasting ability) may be able to read spells from scrolls that are normally beyond their abilities; even a 1st level magic-user has a chance to pronounce the incantation for a Fireball or Lightning Bolt correctly. If any spell-user acquires a scroll inscribed with a spell of a level too high for him to cast, he can still try to use the spell. The reader of the scroll must succeed at a Concentration Check with a DC of 10 + the spell level of the scribed spell.

Failure indicates that the spell fails and that the scribed spell disappears. If the Concentration Check roll was a "natural 1", the spell effect is reversed or targets the caster (as determined by the DM).

Example: Sagruff, a 1st level magic-user, finds a scroll with a Wish spell inscribed upon it. In order to use the spell, Sagruff must succeed at a DC 19 Concentration Check. His Concentration Check fails (with only a +4 bonus to this check, Sagruff was taking quite a gamble in attempting to cast this spell!).

Had he rolled a "natural 1" on this check, the Wish would have been reversed or twisted in such a way as to harm him or his allies.

The only requirements for using a scroll are sufficient light to read by and the actual verbalization of the writings. If the reading of a scroll is interrupted, the scroll effect is lost and that spell fades away and is lost. Spell components are unnecessary for the scroll reader, and no adverse effects associated with casting the spell are suffered - these requirements or penalties have been fulfilled or suffered by the creator of the scroll.

When a spell from a scroll is copied into a spellbook or read to release its magic, the writing completely and permanently disappears from

the scroll. The magic content of the spell is bound up in the writing and use releases and erases it. Thus, reading a spell from a scroll of seven spells makes the item a scroll of six spells. No matter what a player may try, each spell on a scroll is only usable once. Exceptions should be made very rarely and only when you have a very special magical item in mind - perhaps a scroll that can be read once per week. This would be potent magic indeed.

All scroll spells are written to make use as quick and easy as possible for the writer. The level of the spell and its characteristics (range, duration, area of effect, etc.) are typically one level higher than that required to cast the spell, but never below 9th level of experience.

Thus, a 6th level magic-user spell is written at 12th level of ability, a 7th level spell at 14th level, etc. The DM can make scroll spells more powerful by increasing the level at which they are written.

Random Scroll Tables (D6)

Scroll Subtable A (1-4)

D20 Roll	Item*	Level Range
1-3	1 spell	1d4
4-5	1 spell	1d6
6	1 spell	1d8+1
7	2 spells	1d4
8	2 spells	1d8+1
9	3 spells	1d4
10	3 spells	1d8+1
11	4 spells	1d6
12	4 spells	1d8
13	5 spells	1d6
14	5 spells	1d8
15	6 spells	1d6
16	6 spells	1d6+2
17	7 spells	1d8
18	7 spells	1d8+1
19	7 spells	1d6+3
20	DM's Choice	—

The XP Value (experience point value) for spell scrolls is equal to the total spell levels contained on the scroll x 100.

The level range shown in Table 90 gives the parameters for random determination of spell level for scrolls if you choose not to set this yourself. With spell level determined, find the particular spell by consulting the appropriate Spell Tables in the Player's Handbook.

When a spell scroll is examined, the following table can be used to find its nature:

D% Roll	Scroll Type
01-70	Magic-user
71-90	Cleric
91-00	Druid

Scroll Subtable B (5-6)

D20 Roll	Item	XP Value
1	Cursed	—
2	Map	—
3	Protection - Acid	2,500
4	Protection - Cold	2,000
5	Protection - Dragon Breath	2,000
6-7	Protection - Electricity	1,500
8	Protection - Elementals	1,500
9	Protection - Fire	2,000
10-11	Protection - Gas	2,000
12	Protection - Lycanthropes	1,000
13	Protection - Magic	1,500
14	Protection - Petrification	2,000
15	Protection - Plants	1,000
16	Protection - Poison	1,000
17	Protection - Possession	2,000
18	Protection - Undead	1,500
19	Protection - Water	1,500
20	DM's Choice	—

Scroll Descriptions

Cursed: A curse takes effect immediately upon reading. Suggested curses are:

- Bad luck (-1 on attacks and Saving Throws).
- The character's beard grows 1 inch per minute.
- The character is teleported away from the rest of the party.
- Random monster appears and attacks.
- The character is polymorphed into a mouse.
- The character shrinks to half his normal size.
- The character is stricken with weakness, halving his Strength score.
- The character falls into a deep sleep from which he can't be roused.
- The character develops an uncontrollable appetite.
- The character must always talk in rhyme (preventing spellcasting).
- The character is stricken with cowardice and must make a morale check every time a monster is encountered.
- The character's alignment is changed.
- The character suffers 2d6 points of psychic damage every time every time a specified word is spoken within 60 feet.
- The character suffers amnesia.
- The character feels compelled to give away all his belongings.
- The character must make a Saving Throw or be paralyzed or petrified.
- The character and all within a 20' radius circle are teleported 2d6x100 miles away.
- The character and all within a 20' radius circle are Plane Shifted to another planet, plane, or continuum.
- A random magic item on the character is "de-magicked" through Mordenkainen's Disjunction.

In general, the effects of a curse can be negated or reversed by a Remove Curse or Break Enchantment. Some cases (such as petrification) may require the use of other spells. Overcoming a curse should be difficult for the player characters, but not impossible.

Map: While not magical, maps are special enough to require careful preparation and use by the DM, hence they are included in the listings of magical items. Maps should rarely be given out randomly - the DM must have a suitable map prepared in advance.

All hint at or imply the existence of great treasures to be found while giving only a vague idea of the risks to be overcome. Some may be genuine, others fake. Because of the wide range of possibilities, the DM should use treasure maps as the springboard for new and exciting adventures.

If a treasure map is indicated, you must generate a number between 01 and 00 to discover what the map leads to. However, the contents of the map itself are a problem, for how can it be possible to direct each DM properly considering the infinite number of possibilities under which the map will be located? The answer is that this writer can only suggest. A map should never list its treasure, only show its location.

D% Roll	Result
01-05	False map
06-70	Map to Monetary Treasure (see below)
71-90	Map to Magic Treasure (see below)
91-00	Map to a Combined Hoard (see below)

When a map is purposely placed by the DM it is obviously incumbent upon him to satisfy both its requirements - to what it leads and where it leads. Randomly discovered maps are not an overwhelming problem. In the dungeon they can show a route down, up or (if the lair is at an edge of the level map) off into an area you have not yet drawn. Use the Random Dungeon Generation tables on pages 200-203 to set out a course which their map will "show."

There is no reason why the treasure cannot be guarded, or why monsters cannot be encountered along the way, as long as the whole fits reasonably together, i.e.; the map owner placed the guards or was unable to get the treasure because of these monsters.

Generally, the whole route can be quite long or only a few hundred feet. If the treasure is particularly rich you might wish to have it hidden leagues away in another lost dungeon, along the course of a long subterranean river, or something similar. The direction of your campaign is strictly your own province.

Map's Destination: Maps found outdoors in a monster's lair can lead into an underground labyrinth, a few miles in the wilderness to some hidey-hole, lair, ruins, or even in a town. Direction is easily determined by a quick roll of 1d8, basing the compass on 1 being north (or whatever) and simply counting round (2 is northeast, 3 is east, etc.). The table below may be used as a guide if you wish:

D% Roll	Result
01-20	Labyrinth of caves found in the lair
21-60	Outdoors, 5-8 miles distant
61-90	Outdoors, 10-40 miles distant
91-00	Outdoors, 50-500 miles distant

Placement of Treasure: Treasure shown on the map is usually guarded or hidden from sight. Roll on the following table to determine the placement of treasure within the mapped area.

D% Roll	Result
01-10	Buried and unguarded
11-20	Hidden in water
21-70	Guarded in a lair
71-80	Somewhere in a ruin
81-90	In a burial crypt
91-00	Secreted in a town

Elaborate as you see fit. For containment, concealment and trapping, refer to the tables given within the Random Dungeon Generation tables on pages 200-203. Note that relatively low-value treasures will not be as well guarded as those of great value.

Monetary Treasure: This table shows the parameters for each sort of goods to be found in a treasure of this sort. Random number generation with a d20 discovers which sorts of goods are in the trove. You will observe that the table is weighted towards large quantities of coins which will require a train to remove – or must be left entirely if fore-planning is not observed.

D% Roll	Result
1-2	20,000-80,000 cp & 20,000-50,000 sp
3-5	5,000- 30,000 ep
6-10	3,000-18,000 gp
11-12	500-2,000 pp
13-15	10d10 gems (see page 100)
16-17	5d10 pieces of objects of art (see page 102)
18	2d10 objects of art (see page 102)
19	Roll twice, discounting rolls above 17
20	Each monetary item above

Magic Treasure: This random determination table needs no explanation. Because of its weighting, and the weighting of the table below, most treasures will have magic potions, scrolls, armor and weapons. This is carefully planned so as to prevent imbalance in the game. Keep potent magic items rare. (Increase scarcity by destroying or stealing what is found!)

D% Roll	Result
1-5	1 item rolled on the Magic Item Table (page 102) plus 4 potions (pages 103-104)
6-8	2 items rolled on the Magic Item Table (page 102)
9-12	1 sword, 1 armor or shield, 1 random weapon (pages 147 and 149)
13-14	3 items rolled on the Magic Item Table (page 102), no sword or potions
15-18	6 potions (page 102) and 6 scrolls (page 108)
19	2 items rolled on the Magic Item Table (page 102), plus 1 ring (page 110) and 1 rod (page 115)
20	3 items rolled on the Magic Item Table (page 102), plus 1 miscellaneous magic (page 122-124) and 1 rod (page 115)

Combined Hoard: These are the real finds, which can satisfy even the most avaricious dwarf's greed. Combined hoards should be hidden, trapped and guarded! They should be located in distant places too!

D% Roll	Result
01-20	[1-2] Monetary treasure & [1-5] magic treasure
21-40	[6-10] Monetary treasure & [1-5] magic treasure
41-55	[3-5] & [6-10] Monetary treasure & [1-5] & [15-18] magic treasure
56-65	[1-2], [3-5] & [6-10] Monetary treasure & [9-12] & [13-14] magic treasure & [20] magic treasure on hand
66-75	[6-10] & [11-12] Monetary treasure & [6-8] & [15-18] magic treasure
76-80	[3-5], [6-10], [11-12] & [16-17] Monetary treasure & [1-5] & [9-12] magic treasure
81-85	[20] Monetary treasure & a map to [1-5] magic treasure
86-90	[20] Monetary treasure and map to [19] magic treasure
91-96	Map to [1-2] & [3-5] monetary treasure, [20] magic treasure on hand
97-00	Map to [11-12] & [13-15] monetary treasure & [15-18] magic treasure

Note that when it says "[1-2] monetary treasure", for instance, it means the treasure indicated by a die result of 1-2 on the Monetary Treasure table above.

Protection Scroll Descriptions

Protection from Acid: The reader is protected from all forms of acid, to a maximum damage of 100 Hit Points or a maximum duration of 2 hours, whichever occurs first.

Protection from Cold: Protection extends outward from the reader to a 15 foot radius sphere. All within the area are protected from the effects of nonmagical cold to a temperature of absolute zero (-460 degrees). Against magical cold, the scroll confers a +5 bonus to Saving Throws and ¼ damage on a failed Saving Throw (one-eighth if the Saving Throw is made). The duration of the scroll is 1d2 hours.

Protection from Dragon Breath: Only the individual reading the scroll is protected. Protection extends to all forms of dragon breath and lasts 5d4 rounds.

Protection from Electricity: Protection is provided in a 10 foot radius sphere centered on the reader. Those protected are immune to all electrical attacks and associated effects. The protection lasts 3d4 rounds.

Protection from Elementals: There are 5 varieties of this scroll. Roll percentile dice and consult the following table:

D% Roll	Type of Scroll
01-15	Protection from Air Elementals (including aerial servants, djinn, invisible stalkers, and wind walkers)
16-30	Protection from Earth Elementals (including xorn)
31-45	Protection from Fire Elementals (including efreeti and salamanders)
46-60	Protection from Water Elementals (including tritons and water weards)
61-00	Protection from all Elementals

The magic protects the reader and all within 10 feet of him from the type of elemental noted, as well as elemental creatures of the same plane(s). The protection affects a maximum of 24 Hit Dice of elemental creatures if the scroll is of a specific elemental type, 16 Hit Dice if it is against all sorts of elementals.

Attack out of the circle is possible, as is attack into it by any elemental creature with more Hit Dice than are protected against or by several elemental creatures - those in excess of the protected number of Hit Dice are able to enter and attack.

The scroll lasts for 5d8 rounds.

Protection from Fire: Protection extends to a 15 foot radius sphere centered on the reader. All in this area are able to withstand flame and heat of the hottest type, even of magical and elemental nature. The protection lasts 1d2 hours.

Protection from Gas: This scroll generates a 5 foot radius sphere of protection centered on the reader. All within the area are immune to the effects of any gas - poison gas, gaseous breath weapons, spells that generate gas (such as Stinking Cloud and Cloudkill), and all similar

forms of noxious, toxic vapors. The protection lasts for 1d4+4 rounds.

Protection from Lycanthropes: There are seven common types of this scroll. The DM can select one from the table below or make a percentile roll to determine it randomly:

D% Roll	Scroll Type
01-05	Protection from Werebears
06-10	Protection from Wereboars
11-20	Protection from Wererats
21-25	Protection from Weretigers
26-40	Protection from Werewolves
41-98	Protection from all Lycanthropes
99-00	Protection from Shape-Changeers

The magical sphere extends in a 10 foot radius and moves with the reader. Each scroll protects against 49 Hit Dice of lycanthropes. The protection is otherwise similar to that against elementals, above. The *protection from shape-changers* scroll protects against monsters (except gods and godlike creatures) able to change their form to that of man: doppelgangers, certain dragons, druids, jackalweres, and lycanthropes, for example. The magic lasts for 5d6 rounds.

Protection from Magic: This scroll invokes a very powerful, invisible globe of antimagic in a 5 foot radius from the reader. No form of magic can pass into or out of it, but physical things are not restricted by the globe. As with other protections, the globe of antimagic moves with its invoker. The protection lasts for 5d6 rounds.

Protection from Petrification: A 10 foot radius sphere of protection extends from, and moves with, the reader of this scroll. Everyone within its confines is absolutely immune to all attack forms, magical or otherwise, that turn flesh to stone. The protection lasts for 5d4 rounds.

Protection from Plants: A protective sphere with a 5 foot radius is centered on the reader. All forms of vegetable life (including fungi, slimes, molds, and the like) are unable to penetrate the sphere. If it is moved toward plant life that is capable of movement, the plant will be repelled. If the plant is immobile (a well-rooted shrub, bush, or tree, for instance), the sphere cannot be moved through or past it unless the reader has enough strength and mass to uproot the plant under normal conditions. The protection lasts for 1d2 hours.

Protection from Poison: The protection afforded by this scroll extends only to the reader. No form of poison - ingested, contacted, breathed, etc. - will affect the protected individual, and any poison in the reader's system is permanently neutralized. The protection otherwise lasts 1d10+2 rounds.

Protection from Possession: This scroll generates a magical sphere of 10 foot radius that extends from, and moves with, the reader. All creatures within its confines are protected from possession by magical spell attacks such as *Magic Jar* or attack forms aimed at possession or mental control. Even the dead are protected if they are within the magic circle. The protection lasts for 10d6 rounds.

Protection from Undead: When this scroll is read, a 5 foot radius sphere of protection extends from, and moves with, the reader. It protects everyone within it from all physical attacks made by undead (ghasts, ghosts, ghouls, shadows, skeletons, spectres, wights, wraiths, vampires, zombies, etc.) but not magical spells or other attack forms.

If a creature leaves the protected area, it is subject to physical attack. The protection restrains up to 35 Hit Dice/levels of undead; excess Hit Dice/levels can pass through the circle. It remains in effect for 10d8 rounds. Some protection scrolls of this nature protect only against certain types of undead (one or more) rather than all undead, at the DM's option. See the *potion of undead control* (page 107) for a die roll table.

Protection from Water: This protection extends in a 5 foot radius sphere centered on the reader. All forms of water - liquid, solid, and vapor, ice, hail, snow, sleet, steam, and so forth - are unable to penetrate the sphere of protection. If those protected come upon a form of water, the substance simply will not touch them; thus, they will not slip on ice, sink into a body of water, etc. The protection lasts for 1d2 hours.

Rings

All magical rings normally radiate magic, but most are impossible to detect as magical rings without some mystic means. Furthermore, most magical rings look alike, so determination of a given ring's magical powers is difficult. The ring must be put on and various things tried in order to find what it does. No ring radiates good or evil.

No more than two magical rings can be worn by a character at the same time. If more are worn, none will function. No more than one magical ring can be worn on the same hand. A second ring worn on one hand causes both to be useless. Rings must be worn on the fingers. Rings on toes, in ear lobes, etc., do not function as magical rings.

The spell-like abilities of rings function as 15th level magic unless the power requires a higher level or the ring description states otherwise. In cases where a higher level is necessary, rings function at the minimum level of magic use needed to cast the equivalent spell.

Rings can be used by any race of character, but those worn by gnomes, dwarves, and halflings have a 20% chance per use of malfunctioning. If a malfunction occurs the ring simply does not work. This applies to cursed rings (contrariness, delusion, weakness) as well; if they do not work they are recognized and can be removed. Magical rings can be worn and used by all character classes and human-like races. You might allow "monsters" with digits to wear rings, and some can actually benefit from them. The default DC for Saving Throws versus a ring's effects is 15.

Random Ring Tables (D6)

Ring Subtable A (1-4)

D20 Roll	Item	XP Value
1	Animal Friendship	1,000
2	Blinking	1,000
3	Chameleon Power	1,000
4	Clumsiness	—
5	Contrariness	—
6-7	Delusion	—
8	Djinni Summoning*	3,000
9	Elemental Command	5,000
10	Feather Falling	1,000
11	Fire Resistance	1,000
12	Free Action	1,000
13	Human Influence	2,000
14	Invisibility	1,500
15-16	Jumping	1,000
17	Mammal Control*	1,000
18	Mind Shielding	500
19	Protection	1,000**
20	DM's Choice	—

Ring Subtable B (5-6)

D20 Roll	Item	XP Value
1-2	Protection	1,000**
3	Ram, Ring of the*	750
4	Regeneration	5,000
5	Shocking Grasp	1,000
6	Shooting Stars	3,000
7	Spell Storing	2,500
8	Spell Turning	2,000
9	Sustenance	500
10	Swimming	1,000
11	Telekinesis*	2,000
12	Truth	1,000
13	Warmth	1,000
14	Water Walking	1,000
15	Weakness	—
16	Wishes, Multiple*	5,000
17	Wishes, Three*	3,000
18	Wizardry* (Magic-user***)	4,000
19	X-Ray Vision	4,000
20	DM's Choice	—

* The power of these rings is limited by the number of charges.

** Per +1 of protection

*** Includes subclasses of the listed class.

Ring Descriptions

Ring of Animal Friendship: When the wearer of this ring approaches within 10 feet of any animals of neutral alignment and animal intelligence, the creatures must make a DC 15 Charisma Saving Throw. If they succeed, they move rapidly away from the ring wearer. If the Saving Throws fail, the creatures become docile and follow the ring wearer around. The item functions at 6th level, so up to 12 Hit Dice of animals can be affected by this ring. Animals attracted through use of this ring are affected as if under the effects of an Animal Friendship spell (PHB 86).

A druid wearing this ring can influence twice the prescribed Hit Dice worth of animals (24 rather than 12), and a ranger is able to influence 18 Hit Dice worth of animals.

Ring of Blinking: When the wearer of this ring issues the proper verbal command, the item activates, and he is affected as if a Blink spell were operating upon his person. The effect lasts for 6 rounds. The ring then ceases to function 1 hour while it replenishes itself. The command word is usually engraved somewhere on the ring. The ring will activate whenever this word is spoken, even though the command might be given by someone other than the wearer, provided that the word is spoken within 10 feet of the ring.

Ring of Chameleon Power: Whenever the wearer of this ring desires, he is able to magically blend in with the surroundings. This grants a +5 bonus to all Stealth checks made while in foliage, against walls, and so forth.

If the wearer is associating with creatures of Intelligence 4 or greater at a distance of 60 feet or less, the ring enables the wearer to seem to be one of those creatures, granting the wearer a +5 bonus to Disguise checks when trying to blend in with a crowd or otherwise go unnoticed.

Creatures with 3 or lower Intelligence instinctively and automatically detect the wearer if they come within a 10-foot radius of him.



Ring of Clumsiness: This cursed ring typically radiates an aura like another, beneficial, ring to disguise a baneful nature. The possible secondary powers are:

D% Roll	Secondary Power
01-10	Free action
11-20	Feather falling
21-35	Invisibility
36-50	Jumping
51-60	Swimming
61-80	Warmth
81-100	Water walking

The secondary power works normally, except when the wearer is under stress - combat, stealth, delicate activity, and the like - at which time the *clumsiness* takes effect. At those times, the bearer functions as if under the effects of a Fumble spell (PHB 121).

The ring can be taken off only by a successfully cast Dispel Magic spell (DC 20).

Ring of Contrariness: This magical ring is cursed, making its wearer unable to agree with any idea, statement, or action. Once put on, the ring can be removed only after an Exorcise, Remove Curse, or Break Enchantment spell is cast upon its wearer. Because of the curse, the wearer will resist any attempts to cast such a spell. The *contrariness* ring will have one of the following additional magical properties:

D100 Roll	Secondary Power
01-20	Flying
21-40	Invisibility
41-60	Levitation

61-70	Shocking Grasp
71-80	Spell Turning
81-00	Strength (18)

Note that contrariness can never be removed from the ring. The wearer will use his own powers, plus those of the ring, to retain it on his finger. The wearer of the ring will never damage himself.

If, for example, other characters suggest that the wearer make certain that attacks upon him are well-defended against, or that he should not strike his own head, the ring wearer will agree - possibly attacking or striking at the speaker's head - because obviously the result must be contrary in this case.

Ring of Delusion: A *delusion* ring convinces the wearer that it is some other sort of ring - whatever sort the wearer really desires. The wearer will be completely convinced that the ring is actually one with other magical properties, and he will unconsciously use his abilities of any sort (including those of other magical items available) to produce a result commensurate with the supposed properties of the *delusion* ring. The DM determines how successful the self-delusion is, as well as how observers are affected and what they will observe. The ring can be removed at any time.

Ring of Djinni Summoning: One of the many fabled rings of fantasy legend, the "genie" ring is most useful indeed, for it is a special "gate" by means of which a certain djinni can be summoned from the Elemental Plane of Air.

When the ring is rubbed, the summons is served, and the djinni will appear on the next round. The djinni will faithfully obey and serve the wearer of the ring, but if the servant of the ring is ever killed, the ring becomes nonmagical and worthless. See the Monstrous Manual for details of a djinni's abilities.

Ring of Elemental Command: The four types of elemental command rings are very powerful. Each appears to be nothing more than an ordinary ring, but each has certain other powers as well as the following common properties:

1. Elementals of the plane to which the ring is attuned can't attack or even approach within 5 feet of the wearer. If the wearer desires, he may forego this protection and instead attempt to Charm the elemental (as per Charm Monster). If the Charm fails, however, total protection is lost and no further attempt at charming can be made, but the secondary properties given below will then function with respect to the elemental.
2. Creatures, other than normal elementals, from the plane to which the ring is attuned attack with -1 penalties to their attack rolls. The ring wearer takes damage at -1 per die of damage and makes applicable Saving Throws from the creature's attacks at +2. All attacks are made by the wearer of the ring with a +1 bonus to the attack roll (or -2 to the elemental creature's Saving Throw), and the wearer inflicts +1 damage per die. Any weapon used by the ring wearer can hit elementals or elemental creatures even if it is not magical.
3. The wearer of the ring is able to converse with the elementals or elemental creatures of the plane to which the ring is attuned. These creatures will recognize that he wears the ring, and will show a healthy respect for the wearer, if alignments are similar. If alignment is opposed, creatures will fear the wearer if he is strong, or hate and desire to slay him if the wearer is weak. Fear, hatred, and respect are determined by the DM.
4. The possessor of a *ring of elemental command* suffers a Saving Throw penalty as follows:

Air	-2 versus fire
Earth	-2 versus petrification
Fire	-2 versus water or cold
Water	-2 versus lightning/electricity

5. Only one of the powers of a *ring of elemental command* can be in use at any given time. In addition to the powers described above, the ring gives characters the following abilities:

Air

Gust of Wind (once per hour)
 Fly (two hours per day)
 Wall of Force (once per day)
 Control Winds (once per week)
 Invisibility

The ring will appear to be an *invisibility ring* until a certain condition is met (having the ring blessed, slaying an air elemental, or whatever the DM determines as necessary to activate its full potential).

Earth

Stone Tell (once per day)
 Passwall (twice per day)
 Wall of Stone (once per day)
 Stone to Flesh (twice per week)
 Move Earth (once per week)
 Feather Fall

The ring will appear to be a *ring of feather falling* until the DM established condition is met.

Fire

Burning Hands (once per 10 minutes)
 Pyrotechnics (twice per day)
 Wall of Fire (once per day)
 Flame Strike (twice per week)
 Fire resistance

The ring will appear to be a *ring of fire resistance* until the DM-established condition is met.

Water

Purify Water
 Create Water (once per day)
 Water Breathing
 Wall of Ice (once per day)
 Airy Water (once per day)
 Control Water (once per day)
 Water walking

The ring will appear to be a *ring of water walking* until the DM-established condition is met.

These rings operate at 15th level of experience, or the minimum level needed to perform the equivalent magical spell, if greater. The DC for all Saving Throws against this ring's powers is 15.

Ring of Feather Falling: This ring protects its wearer by automatic activation of a Feather Fall (PHB 116) if the individual falls 5 feet or more.

Ring of Fire Resistance: The wearer of this ring is totally immune to the effects of normal fires - torches, flaming oil, bonfires, etc. Fires that do not call for Saving Throws, such as molten lava, a raging forest fire, or a Wall of Fire spell will cause 1 Hit Point of damage per die for each round the wearer is directly within the conflagration.

Fires that allow for Saving Throws, such as red-dragon breath, hell hound breath, pyrohydra breath, Fireballs, Flame Strike, Fire Storm, etc., are saved against with a +4 bonus, and all damage dice are calculated at -2 points per die (to a minimum of 1 point per die).

Ring of Free Action: This ring enables the wearer to move and attack freely and normally even when attacked by a Web, Hold, or Slow spell, or even while under water. The spells simply have no effect.

While under water, the individual moves at normal (surface) speed and does full damage even with all melee weapons. This will not, however, enable breathing under water without further appropriate magic.

Ring of Human Influence: This ring has the effect of raising the wearer's Charisma to 18 on encounter reactions with humans and humanoids.

The wearer can make a Suggestion to any human or humanoid (Saving Throw applies). The wearer can also Charm up to 21 levels/Hit Dice of human/humanoids (a DC 15 Saving Throws apply) just as if he were using the magic-user spell, Charm Person. The two latter uses of the ring are applicable but once per day.

Ring of Invisibility: The wearer of an *invisibility ring* is able to become invisible at will, instantly. This nonvisible state is exactly the same as the magic-user *invisibility* spell, except that 10% of these rings have *inaudibility* as well, making the wearer absolutely silent. If the wearer

wishes to speak, he breaks all silence features in order to do so. Activating this ring requires the use of a Use an Object action.

Ring of Jumping: The wearer of this ring is able to leap as if under the effects of the 1st level magic-user spell, Jump (PHB 130). The wearer must use the ring's power carefully, for it can be used only four times per day.

Ring of Mammal Control: This ring enables its wearer to exercise complete control over mammals with Intelligence of 4 or less (animal or semi-intelligent mammals). Up to 30 Hit Dice of mammals can be controlled as per the 3rd level druid spell, Dominate Animal (PHB 110). This ability may be used once per day and may be maintained, through concentration, for up to 20 minutes/use. A DC 15 Saving Throw applies.

The ring does not affect bird-mammal combinations, humans, semi-humans, and monsters such as lammasu, shedu, manticores, etc. If the DM is in doubt about whether any creature can be controlled by the wearer of this ring, assume it can't be controlled.

Ring of Mind Shielding: This ring is usually of fine workmanship and wrought from heavy gold. The wearer is completely immune to divinations such as ESP, Detect Lie, and Know Alignment.

Ring of Protection: A *ring of protection* improves the wearer's Armor Class value and Saving Throws versus all forms of attack. A ring +1 betters AC by 1 (say, from 10 to 11) and gives a bonus of +1 on Saving Throw die rolls. The magical properties of a ring of protection are cumulative with other spells and items except as follows:

1. The ring does not improve Armor Class if magical armor or magical shield is worn, although it does add to Saving Throw die rolls.
2. Multiple items or spells of protection (such as Protection from Evil) operating on the same person, or in the same area, do not combine protection. Only one such item or spell - the strongest - functions, so a pair of *rings of protections* +2 provides only +2 protection.

To determine the value of a protection ring, use the following table:

D% Roll	Level of Protection
01-70	+1
71-82	+2
83-90	+3
91-97	+4 on AC, +2 to Saving Throws
98-00	+5 on AC, +2 to Saving Throws

Ring of the Ram: This ornate ring can be of any hard metal, usually a silver alloy or iron. It has the head of a ram (or a buck goat) as its device. Anyone who attempts a *detect magic* on the ring discovers an evocation upon it.

The wearer can cause the ring to give forth a ram-like force, manifested by a vaguely discernible shape which resembles the head of a ram or goat. This force strikes one target within 30 feet for 1d6 points of force damage if one charge is expended, 2d6 points of force damage if two charges are used, or 3d6 points of force damage if three charges (the maximum) are used.

Those struck by this ram-like force are also subject to a Push attack. The bearer of the ring makes a Push attack (PHB 69) with a +5 bonus (with an additional +2 bonus for each charge expended after the first).

In addition to its attack mode, the *ring of the ram* also has the power to augment the user's Strength for the purposes of moving, breaking, or otherwise forcefully interacting with objects (such as when bashing a stuck door open). The bearer's effective Strength for the purposes of this action is 18 if 1 charge is expended, 20 if 2 charges are expended, and 22 if 3 charges are expended.

Structural damage from the ram-like force is identical to an actual battering ram (page 22), with double or triple damage accruing for applications of two or three charges.

A ring of this sort will have from 6 to 10 charges when discovered. It can be recharged by a magic-user employing Enchant an Item and Bigby's Clenched Fist in combination.

Ring of Regeneration: The standard *ring of regeneration* restores one point of damage per minute (6 rounds) and will eventually replace lost limbs or organs. It will bring its wearer back from death. If death was caused by poison, however, a Saving Throw must be successfully rolled

or the wearer dies again from the poison still in his system. Only total destruction of all living tissue by fire or acid or similar means will prevent regeneration. Of course, the ring must be worn, and its removal stops the regeneration processes.

A rare kind of *ring of regeneration* is the *vampiric regeneration ring*. This bestows 1 Hit Point to the wearer for each 5 Hit Points of damage that he inflicts in melee combat. It does not otherwise cause regeneration or restore life, limb, or organ. For example, if a character wearing the ring inflicts 10 points of damage, he adds 2 to his current Hit Point total. In no case can the wearer's Hit Points exceed his usual maximum.

To determine which type of ring is discovered, roll percentile dice:

D% Roll	Secondary Power
01-90	Ring of regeneration
91-00	Vampiric regeneration ring

Ring of Shocking Grasp: This ordinary-seeming ring radiates only a faint, unidentifiable aura of magic when examined, but it contains a strong enchantment, capable of inflicting damage on an opponent. If the wearer touches an enemy with the hand upon which the ring is worn, a successful attack roll delivers 1d8+6 points of lightning damage to the target. The wearer gains a +3 bonus to his attack roll if the target is wearing metal armor, made out of metal, or carrying a lot of metal.

After three discharges of this nature, regardless of the time elapsed between them, the ring becomes inert for 10 minutes. When actually functioning, this ring causes a circular, charged extrusion appear on the palm of the wearer's hand.

Ring of Shooting Stars: This ring has two modes of operation - at night and underground - both of which work only in relative darkness. During night hours, under the open sky, the *shooting stars* ring will perform the following functions:

Dancing Lights (once per hour)
Light (twice per night) 120 foot range
Ball lightning (once per night). See below.
Shooting stars (special). See below.

Ball Lightning: This function releases 1d4 balls of lightning, at the wearer's option. These glowing globes resemble bobbing lanterns, and the ring wearer controls them as he would control Dancing Lights. These spheres have a 120 foot range and a four round duration. They can be moved at 120 feet per round. Each sphere is about 3 feet in diameter, and any creature it touches or approaches within 5 feet dissipates its charge (a successful DC 15 Dexterity Saving Throw halves damage - the contact was across an air gap). The charge values are:

4 lightning balls	2d4 points of lightning damage each
3 lightning balls	2d6 points of lightning damage each
2 lightning balls	5d4 points of lightning damage each
1 lightning ball	4d12 points of lightning damage

Release can be one at a time or all at once, during the course of one round or as needed throughout the night.

Shooting Stars: The shooting stars are glowing missiles with fiery trails, much like a Meteor Swarm, with a range of 70 feet (unless an object or creature is struck before that). The shooting stars follow a straight linear path. A creature in the path must roll a DC 16 Dexterity Saving Throw or be hit by the missile.

Those struck suffer 12 points of bludgeoning damage. Upon impact, the shooting star bursts in a 5 foot radius sphere for 24 points of fire damage. Any creature struck takes full damage from impact plus full damage from the shooting star burst. Creatures within the burst radius must roll a DC 15 Saving Throw to take only half of the fire damage.

Three shooting stars can be released from the ring each week, simultaneously or one at a time.

Indoors at night, or underground, the *ring of shooting stars* has the following properties:

Faerie Fire (twice per day)
Spark shower (once per day)

Spark Shower: The spark shower is a flying cloud of sizzling purple sparks, which fan out from the ring for a distance of 20 feet to a width of 10 feet. Creatures within this area take 2d8 points of lightning damage each if no metal armor is worn and/or no metal

weapon is held. Characters wearing metal armor or carrying a metal weapon suffer 4d4 points of lightning damage.

Range, duration, and are of effect of functions are the minimum for the comparable spell unless otherwise stated.

Ring of Spell Storing: A *ring of spell storing* contains 1d4+1 spells which the wearer can employ as if he were a spellcaster of the level required to use the stored spells. The level of each spell is determined by rolling 1d6. The class of spells contained within the ring is determined in the same fashion as the spells on scrolls:

D% Roll	Scroll Type
01-70	Magic-user
71-90	Cleric
91-00	Druid

The ring empathically imparts to the wearer the names of its spells. Once spell class, level, and type are determined, the properties of the ring are fixed and unchangeable. Once a spell is cast from the ring, it can be restored only by a character of appropriate class and level of experience (i.e., an 11th level caster is needed to restore a 6th level spell to the ring).



Ring of Spell Turning: This ring distorts the three normal dimensions, causing many spells cast at the wearer to rebound upon the spellcaster. Sometimes, a spell's entire effect is turned against the caster; sometimes, a portion of the effect rebounds.

Some spells are immune from the effects of a *ring of spell turning*. Spells that affect an area, and which are not cast directly at the ring wearer, are not turned by the ring. Spells that are delivered by touch are not turned. Magic contained in devices (rods, staves, wands, rings, and other items) that are triggered without spellcasting are not turned. A scroll spell is not considered a device.

When a spell is cast at an individual wearing a *ring of spell turning*, 1d10 is rolled and the result is multiplied by 10. This score indicates what percentage of the spell has been turned back upon its caster.

Once the spell is turned, the effects must be determined. If the spell normally allows a Saving Throw, the intended target (the one wearing the ring) gains a bonus equal to the number rolled on the turning die. The caster receives a bonus equal to the number rolled on this die subtracted from 10.

Example: A Charm Person spell is cast at a character wearing a *ring of spell turning*. A 7 is rolled on the die, turning back 70% of the effect. The ring-wearer gains a +7 to his Saving Throw; the caster has a +3.

A Saving Throw is also allowed for spells which normally do not have one if less than 100% effect is turned. The Saving Throw adjustment is calculated as given above. The DC of the spell is calculated as usual: 10 + the spell level + the caster's applicable ability modifier. If the Saving Throw is made, the effect of the spell is negated.

Example: A magic-user casts a Magic Missile spell (DC 14) at a fighter wearing a *ring of spell turning*. The spell normally allows no Saving Throw, but the ring turns 70% of the effect. The fighter is allowed a Saving Throw with a +7 modifier. The magic-user must also save, gaining only a +3. The fighter's die roll is 15, which saves (15 + 7 = 22); the magic-user's die roll is a 9 which, while close, fails (9 + 3 = 12). The magic-user is struck by his own Magic Missile spell.

Once a spell is turned, the effects are divided proportionately between

the two targets. If the spell causes damage, determine the damage normally and then assess the amount to each according to the percentage determined, rounding fractions to the nearest whole number. If a spell caused 23 points of damage, and 30% of it was turned, the intended victim would suffer 16 points of damage, while the caster would suffer 7. Durations are affected in a similar manner. In the above case, the spell duration would be 30% of its normal length for one character and 70% for the other. The effect of permanent spells for both characters remains unchanged.

Some spells affect a certain number of levels. When one of these is aimed at the ring wearer, the spell must be able to affect as many levels as the wearer and the spellcaster combined. If this condition is fulfilled, then the procedure above applies.

If the spellcaster and spell recipient both wear *spell turning rings* a resonating field is set up, and one of the following results will take place:

D% Roll	Effect
01-70	Spell drains away without effect
71-80	Spell affects both at full effect
81-97	Both rings permanently lose their magic
98-00	Both individuals go through a rift into the Positive Energy Plane

A ring wearer who wants to receive a spell must remove the *ring of spell turning* to be able to do so.

Ring of Sustenance: This magical ring provides its wearer with life-sustaining nourishment even though he or she might go for days without food or drink. The ring also refreshes the body and mind, so that its wearer needs to sleep only two hours per day to gain the benefit of eight hours of sleep.

The ring must be worn for a full week in order to function properly. If it is removed, the wearer immediately loses its benefit and must wear it for another week to retune it to himself. After functioning for any period of seven consecutive days, a *ring of sustenance* will cease to function for a week while it replenishes itself.

Ring of Swimming: The *ring of swimming* bestows upon the wearer the ability to swim at his normal Movement Rate and grants him a +10 bonus to all Athletics skill checks made to swim or dive.

The wearer can stay underwater for up to 5 minutes without needing a breath of air. Surface swimming can continue for up to 8 hours per day. The ring confers the ability to stay afloat under all but typhoon-like conditions.

Ring of Telekinesis: This ring enables the wearer to manipulate objects in the same manner as the 5th level magic-user spell, Telekinesis. The amount of weight the wearer can move varies. Roll percentile dice to find the strength of the ring:

D% Roll	Effect
01-25	25 lbs. maximum
26-50	50 lbs. maximum
51-89	100 lbs. maximum
90-99	200 lbs. maximum
00	375 lbs. maximum

Ring of Truth: There is little doubt that wearing a *ring of truth* is a mixed blessing. The wearer can detect any lie told to him, but he is unable to tell any sort of falsehood himself. If the wearer tries to tell a lie, he finds himself speaking the literal truth instead. On the plus side, the wearer is able to discern the last lie told by another - in fact, the power of the ring causes the voice of the liar to rise to a falsetto.

If the wearer of the ring encounters magic that enables falsehoods to be spoken without detection (such as an Undetectable Lie spell or a *philter of glibness*), no lie is detected. However, the ring wearer will find himself unable to hear the voice of the person so influenced, whether or not he is trying to listen. This, of course, reveals the lie indirectly.

Ring of Warmth: This ring provides its wearer with body heat even in conditions of extreme cold where the wearer has no clothing whatsoever. It also restores damage caused by cold at the rate of one point per 10 minutes. It provides a Saving Throw bonus of +2 versus cold-based attacks, and reduces damage sustained by 1 point per die.

Ring of Water Walking: This ring enables the wearer to walk on any liquid without sinking into it - this includes mud, quicksand, oil, running water, and even snow. Up to 1,200 pounds can be supported by a *ring of*

water walking. The ring wearer's feet do not actually contact the surface he is walking upon (but oval depressions about ½ inch deep per 100 pounds of weight of the walker will be observed in hardening mud or set snow). The wearer moves at his standard Movement Rate.

Ring of Weakness: This cursed ring causes the wearer to suffer 1 point of Strength and Constitution damage every 10 minutes until the individual reaches 3 in each ability. This ability damage is not noticeable until the individual actually observes his weakened state through some exertion (such as combat or heavy lifting). The ring can also make the wearer invisible at will.

The *ring of weakness* can be removed only if an Exorcise, Remove Curse, or Break Enchantment spell, followed by a Dispel Magic (DC 20), is cast upon the ring. This restores all lost points of Strength and Constitution. There is a 5% chance that this procedure will reverse the ring's effect, changing it to a *ring of berserk strength*. This increases Strength and Constitution at a rate of 1 point per ability every 10 minutes, to a maximum of 18 each. However, once 18 is reached in both abilities, the wearer will immediately melee with any opponent he meets, regardless of circumstances. Berserk strength is lost when the ring is removed.

Ring of Wishes, Multiple: This ring contains from 2d4 Wish spells. As with any Wish, the DM should be very judicious in handling the request. If players are greedy and grasping, interpret their wording exactly, twist the wording, or simply rule the request is beyond the power of the magic. In any case, the Wish is used up, whether or not the Wish was granted, and regardless of the DM's interpretation of the wisher's request. No Wish can cancel the decrees of god-like beings, unless it comes from another such creature.

Ring of Wishes, Three: This ring contains three Wish spells instead of a variable number. It is otherwise the same as a *multiple wish* ring except that 25% (01-25) of *three wish* rings contain only Limited Wish spells.

Ring of Wizardry: This ring doubles the number of spell slots a magic-user has available each day in one or more spell levels. Only magic-users can benefit from a *ring of wizardry*. Other classes, even those with spell ability, can neither use nor understand the working of such a ring. To determine the properties of a given ring use the table below:

D% Roll	Effect
01-50	Doubles 1 st level spell slots
51-75	Doubles 2 nd level spell slots
76-82	Doubles 3 rd level spell slots
83-88	Doubles 1 st and 2 nd level spell slots
89-92	Doubles 4 th level spell slots
93-95	Doubles 5 th level spell slots
96-99	Doubles 1 st through 3 rd level spell slots
100	Doubles 4 th and 5 th level spell slots

Ring of X-Ray Vision: This ring gives its possessor the ability to see into and through substances that are impenetrable to normal sight. Vision range is 20 feet, with the viewer seeing as if he were looking at something in normal light. X-ray vision can penetrate varying thicknesses of substances, as shown on the following table:

Substance Scanned	Thickness/Round	Max. Thickness
Animal matter	5'	20'
Vegetable matter	2½'	20'
Stone	1'	10'
Iron, Steel, etc.	1"	10"
Lead, Gold, Platinum	Nil	Nil

It is possible to scan up to 100 square feet of area during one round. Thus, during one round, the wearer of the ring could scan an area of stone 10 feet wide and 10 feet high. Alternatively, he could scan an area up to 5 feet wide and 20 feet high.

Secret compartments, drawers, recesses, and doors are likely to be located by x-ray vision scanning (+10 to Perception checks when searching for these).

Even though this ring enables its wearer to scan secret doors, traps, hidden items, and the like, it also limits his use of the power, for it drains 1 point of Constitution if used for more than one minute every hour. Each for every minute (or fraction thereof) beyond the first, the wearer suffers an additional point of Constitution damage. Any character who suffers Constitution damage through use of this ring is fatigued (PHB 231). Fatigue is removed if the character rests for 8 hours.

Rods

Rods are about three feet long and as thick as your thumb. They are normally found in cases or similar storage places. Rods can be fashioned from metal, wood, ivory, or bone. They can be plain or decorated and carved, tipped, or not.

Rods are powered by charges, unless noted otherwise in the description of a particular rod. Each time the rod is used, one or more charge may be expended. Characters do not automatically know the number of charges possessed by an item when it is discovered, although research and spellcasting can reveal this.

A rod can sometimes be recharged according to the rules given for constructing magical items if its charges have not totally been used up. When a rod is drained of all charges, it loses all its magical properties and cannot be recharged ever again.

Unless inapplicable or otherwise specified, rods function at the 10th level of magic use. Their spell discharge is that of an 10th level caster with respect to range, duration, and area of effect. The default DC for Saving Throws versus a rod's effects is 15.

When discovered, a rod normally contains 41 to 50 (1d10+40) charges. However, while rods almost never have more charges than this, it is possible to find a rod with significantly fewer charges, particularly if it is captured from an enemy who has previously used the item.

Command Words (Optional Rule)

A rod is normally activated when the wielder utters a specific command word. This word acts like a trigger, unleashing the power stored within the item. Since control of a rod depends on knowledge of the command word, these are jealously guarded by the owner. An absent-minded magic-user can etch the command word on the item or carry it on a piece of paper in his pocket, but this is only rarely done. Most often the character must use spells of the divination school or sages to discover the correct command to activate a rod.

Random Rods Table (D20)

D20 Roll	Item	XP Value
1-2	Absorption (Cleric*, magic-user*)	7,500
3-4	Alertness	7,000
5	Beguiling (Cleric*, magic-user*, thief*)	5,000
6-7	Cancellation	10,000
8	Flailing	2,000
9	Lordly Might (Fighter*)	6,000
10	Passage	5,000
11	Resurrection (Cleric)	10,000
12	Rulership	8,000
13-14	Security	3,000
15-16	Smiting (Cleric*, magic-user*)	4,000
17	Splendor	2,500
18-19	Terror	3,000
20	DM's Choice	—

* Includes subclasses of the listed class

Description of Rods

Rod of Absorption: This rod acts as a magnet, drawing magic spells of any nature (arcane or divine) into itself. It then nullifies their effects and stores their potential until the wielder releases this energy in the form of spells of his own casting. The magic absorbed must have been directed at the character possessing the rod. The wielder can instantly detect a spell's level as the rod absorbs the spell's energy.

A running total of absorbed (and used) spell levels should be kept. For example, a rod that absorbs a 6th level spell and a 3rd level spell has a total of 9 absorbed spell levels. The wielder of the rod can use captured spell energy to cast any spell he has prepared, without loss of spell memory. The only restriction is that the levels of spell energy stored in the rod must be equal to or greater than the level of the spell the wielder wants to cast. Continuing the example above, the rod-wielder could cast a maximum of one 9th level spell, one 6th level and one 3rd level, and so on.

The *rod of absorption* can never be recharged. It absorbs 50 spell levels and can thereafter only discharge any remaining potential it might have. The wielder will know that the rod's limit has been reached upon grasping the item. Used charges indicate that it has already absorbed some of its maximum of 50 spell levels and that some of those have

been used.

Example: A cleric uses a *rod of absorption* to nullify the effect of a Hold Person spell cast at him by a magic-user. The rod has now absorbed 3 spell levels and can absorb 47 more. The cleric can cast any 1st, 2nd, or 3rd level spell he has memorized, without memory loss of that spell, by using the stored potential of the rod. Assume the cleric casts a Hold Person back. This spell is only 2nd level to him, so the rod still holds 1 spell level of potential, can absorb 47 more, and has disposed of 2 charges permanently.

Rod of Alertness: This magical rod is indistinguishable from a *footman's mace* +1. It has eight flanges on its mace-like head. The rod bestows a +5 bonus to Perception checks made to avoid being ambushed or surprised and a +1 bonus to all initiative rolls.

If it is grasped firmly, the rod enables the character to cast Know Alignment, Detect Evil, Detect Good, Detect Invisibility, Detect Lie, or Detect Magic as an action. The use of these divination powers does not expend any of the charges in the rod.

If the *rod of alertness* is planted in the ground, and the possessor wills it to alertness, the rod will "sense" any creature intent on harming the possessor within 120 feet. Each of the flanges on the rod's head then cast a Light spell along one of the main directions (N, NE, E, etc.) out to a 60-foot range. At the same time, the rod creates the effect of a Prayer spell upon all creatures friendly to the possessor in a 20 foot radius. Immediately thereafter, the rod sends forth a mental alert to these friendly creatures, warning them of possible danger from the unfriendly creature(s) within the 120-foot radius.

Lastly, the rod can be used to simulate the casting of an Animate Object spell as a 16th level caster.

Each of the rod's protective functions require one charge, so, if all of the rod's protective devices are utilized at once, two charges are expended.

The rod can be recharged by a priest of 16th level or higher, as long as at least one charge remains in the rod when the recharging is attempted.

Rod of Beguiling: This rod enables its possessor to radiate an emotional and mental wave of fellow feeling to all creatures with any Intelligence whatsoever (1 or higher Intelligence). The rod causes all such creatures within a 20-foot radius of the device to regard the wielder as their comrade, friend, or mentor (a DC 15 Charisma Saving Throw negates this charm effect).

The beguiled creatures will love and respect the rod wielder. They will listen, trust, and obey him, insofar as communication is possible and instructions given don't consign the beguiled to needless injury or destruction or go against their nature or alignment. Each charge of the rod beguiles for 10 minutes. It can be recharged.

Rod of Cancellation: This dreaded rod is a bane to all classes, for its touch drains items of all magical properties if the rod's Concentration Check (made with a +10 bonus) succeeds, as per Mordenkainen's Disjunction (PHB 139). Contact is made by making a normal attack roll in melee combat. Note that several small items, such as magical arrows or bolts together in one container, will be drained simultaneously.

Drained items are not restorable, even by a Wish or a Miracle. The rod cannot be recharged.

Rod of Flailing: This magical weapon radiates faintly of alteration magic when subjected to a Detect Magic spell. Upon the command of its possessor, the weapon activates, changing from a normal-seeming rod to a double-headed flail. In close quarters, or if the wielder is mounted, it is the small, horseman's weapon (1d6 bludgeoning damage); otherwise, it is a footman's weapon (1d8 bludgeoning damage).

In either form, the weapon has a +3 bonus to attack and damage rolls. Each of the weapon's two heads can be used to attack if the wielder uses the two-weapon fighting style (PHB 66). The second attack counts as a light weapon for determining two-weapon fighting penalties.

If the holder of the rod expends one charge, he gains a +4 bonus to Armor Class and Saving Throws for 10 minutes. The rod need not be in weapon-form for this protection benefit to be employed. Transforming it into a weapon (or back into a rod) does not expend any charges.

Rod of Lordly Might: This rod has functions that are spell-like, but it can also be used as magic weapons of various sorts. It also has several more mundane uses. The *rod of lordly might* is metal, thicker than other rods, with a flanged ball at one end and various studs along its length. It weighs 10 pounds. Wielders with a Strength score below 16 suffer a -1 penalty to their attacks rolls due to the rod's weight.

The spell-like functions of the rod are:

Paralyzation (DC 15 Strength Saving Throw negates) upon touch, if the wielder so commands.

Fear (DC 15 Charisma Saving Throw negates) upon all enemies viewing it within 60', if the wielder so desires.

Drain 2d4 Hit Points from a touched opponent (DC 15 Constitution Saving Throw negates) and bestow them upon the rod wielder, up to the rod wielder's normal maximum.

Each function draws off 1 charge from the rod.

The weapon uses of the rod do not use charges. These are:

Footman's mace +2

Sword of flame +1 when button #1 is pushed. A blade springs from the ball; the ball becomes the sword's hilt. The weapon shortens to an overall length to three feet.

Battle axe +4 when button #2 is pushed. The sword blade springs forth, and the handle can be lengthened up to 12 feet, for an overall length of from 6 feet to 15 feet. In 15 foot length, the rod is suitable for use as a *bardiche* +4.

The mundane uses of the rod do not use charges. These are:

Climbing pole. When button #4 is pushed, a spike that can anchor in granite is extruded from the ball, while the other end sprouts three sharp hooks. The rod lengthens 5 to 50 feet in a single round, stopping when button #4 is pushed. Horizontal bars three inches long fold out from the sides, one foot apart, in staggered progression. The rod is firmly held by spike and hooks and will bear up to 4,000 pounds weight. It retracts by pushing button #5.

The ladder function can also be used to force open doors. The rod's base is planted 30 feet or less from the portal to be forced and is in line with it. The force exerted is equal to storm giant strength (24 Strength).

When button #6 is pushed, the rod will indicate magnetic north and give the possessor a knowledge of his approximate depth beneath the surface (or height above it).

The *rod of lordly might* cannot be recharged. When its charges are exhausted, spell-like functions cease, as do all weapon functions except the *mace* +2. The rod continues to work in all other ways.

Rod of Passage: This potent item allows its wielder to perform any of the following, one at a time, as an action: Astral Spell, Dimension Door, Passwall, Phase Door, and Teleport without Error. It is necessary to expend 1 charge to activate the rod, but once it is activated the possessor can perform each of the listed functions one time.

The rod remains charged for one day, or until each of the 5 functions is used. None of the functions can be used a second time unless another charge is expended, whereupon all 5 of the functions again become available.

With respect to Astral Spell use, the wielder can elect to use the rod on as many as five creatures (one of which must be the wielder himself). Each creature then takes on astral form and can travel in that form. Any remaining functions of the rod are cancelled by activation of the Astral Spell ability. The rod travels into the Astral Plane along with the wielder and the other affected creatures and cannot be used or reactivated until it is returned from the Astral Plane.

The rod exudes a magical aura of the conjuration/summoning and invocation/evocation sort. Because the physical bodies of the travelers, and their possessions, are actually empowered to become astral, the recharging of the rod requires a magic-user of 20th level or higher.

Rod of Resurrection: This rod enables a cleric to return the dead to life as if he were of high enough level to cast the Raise Dead or Resurrection spell. Each use of the Raise Dead function uses 2 charges, while each use of the Resurrection function uses 4 charges.

The rod can be used once per day and cannot be recharged.

Rod of Rulership: The individual who possesses this magic rod is able to command the obedience and fealty of creatures within 120 feet when he activates the device. From 200 to 500 Hit Dice (or levels of experience) can be ruled, but creatures with 13 or greater Intelligence or 12 or more Hit Dice/levels are entitled to a DC 15 Charisma Saving Throw.

Ruled creatures will obey the wielder of the *rod of rulership* as if he or she were their absolute sovereign. Still if the wielder gives a command that is absolutely contrary to the nature of the creatures commanded, the magic will be broken.

Each charge lasts for 10 minutes. The rod cannot be recharged.

Rod of Security: Each time a charge is expended, this item creates a non-dimensional space, a "pocket paradise." There the rod's possessor and as many as 199 other creatures can stay in complete safety for a period of time, the maximum being 200 days divided by the number of creatures affected. Thus, one creature (the rod's possessor) can stay for 200 days; four creatures can stay for 50 days; a group of 60 creatures can stay for three days. All fractions are rounded down, so that a group numbering between 101 and 200 inclusive can stay for one day only.

In this "paradise," creatures don't age (except from magical causes), and natural healing and curing take place at twice the normal rate. Fresh water and food (fruits and vegetables only) are in abundance. The climate is comfortable for all creatures involved, so that protection from the elements is not necessary.

Activation of the rod causes the wielder and as many creatures as were touched with the item at the time of use to be transported instantaneously to the paradise. (Members of large groups can hold hands or otherwise touch each other, allowing all to be "touched" by the rod at once.)

When the rod's effect is cancelled or expires, all of the affected creatures instantly reappear in the location they occupied when the rod was activated. If something else occupies the space that a traveler would be returning to, then his body is displaced a sufficient distance to provide the space required for "re-entry."

The rod can be recharged by the joint efforts of a cleric of 16th or higher level and a magic-user of 18th or higher level.

Rod of Smiting: This rod strikes as a +3 *footman's mace*, dealing 1d8+3 points of bludgeoning damage. Against golems, the rod deals double damage (2d8+6 damage) and completely destroys the golem on a "natural 20" attack roll. Any hit upon a golem drains 1 charge.

The rod deals normal damage against creatures of the Outer Planes but deals triple damage, draining 1 charge, on a "natural 20" attack roll. The rod cannot be recharged.

Rod of Splendor: The possessor of this rod is automatically and continually bestowed with a Charisma of 18 for as long as the item is held or carried. If the possessor already has a Charisma score of 18 or greater, the rod does not further enhance this attribute. Whatever garments the possessor wears (including armor) appear to be of the finest quality and condition, although no special magical benefit (such as a change in Armor Class) is enjoyed.

When the possessor expends 1 charge, the rod actually creates and garbs him in clothing of the finest fabrics, plus adornments of furs and jewels. Apparel created by the magic of the rod remains in existence unless the possessor attempts to sell or part with it in any way, or if any of the garb is forcibly taken from him. In either of these cases, all of the apparel immediately disappears.

The value of any noble garb created by the wand will be from 7,000 to 10,000 gp (1d4+6). The fabric will be worth 1,000 gp, furs 5,000 gp, and jewel trim from 1,000 to 4,000 gp (i.e. 10 gems of 100 gp value each, 10 gems of 200 gp value each or 20 gems of 100 gp value, and so forth).

The second special power of the rod, also requiring 1 charge to bring about, is the creation of a palatial tent - a huge pavilion of silk encompassing between 1,500 and 3,000 square feet. Inside the tent are temporary furnishings and food suitable to the splendor of the pavilion and in sufficient supply to entertain as many as 100 persons.

The tent and its trappings will last for one day. At the end of that time, the pavilion may be maintained by expending another charge. If the

extra charge isn't spent, the tent and all objects associated with it (including any items that were taken out of the tent) disappear.

This rod cannot be recharged.

Rod of Terror: This rod strikes as a +2 *horseman's mace*, dealing 1d6+2 points of bludgeoning. Furthermore, the wielder can expend 1 charge to envelop himself in a terrifying aura. His clothes and appearance are transformed into an illusion of darkest horror, such that all within 30 feet who view him must make a successful a DC 15 Charisma Saving Throw or be struck motionless with terror. Affected individuals may not take actions other than defending themselves from attacks. NPCs who succeed on their save suffer a -1 penalty to their Morale Score and must make immediate morale checks.

Each time the rod is used, there is a 20% chance the wielder will permanently lose 1 point from his Charisma score.



Staves

Staves are about 5 feet or 6 feet long and as thick as a young sapling - about an inch and a half at the base, tapering to an inch at the tip, although they can be of nearly equal diameter throughout. Staves are typically fashioned of wood, often carved, usually metal bound, and likely to be gnarly and twisted. They can be unusual or appear to be ordinary.

Staves, like wands and rods, are powered by charges. A staff typically has 1d6+19 charges when found. Again, it is possible for a staff to have fewer charges, although almost none have more than this number. Some staves can be recharged according to the rules for making magical items. Once all the charges are used, the staff is rendered nonmagical and cannot be recharged.

Unless inapplicable or otherwise specified, staves function at the 8th level of magic use. Their spell discharge is that of an 8th level magic-user with respect to range, duration, and area of effect. Damage is nominally 8d6 with respect to Fireballs, Lightning Bolts, etc. The default DC for Saving Throws versus a staff's effects is 14.

Command Words (Optional Rule)

If the DM desires, unleashing the power of a staff can require a specific command word or phrase that must be discovered or researched separately from the item itself. This command can be as simple as a single word ("Heal") or could be as complicated as a rhyming phrase that must be adjusted to fit the circumstances ("I touch this elf; restore his health," or "In this moment of great toil, I command thee, staff - uncoil!"). Since command words are the key to great power, wise owners will memorize them and destroy all other evidence. Indeed, knowledge of command words can be used as a bargaining point in surrender negotiations.

Random Staves Table (D20)

D20 Roll	Item	XP Value
1-2	Mace	1,500
3	Command (Cleric*, magic-user*)	5,000
4-5	Curing (Cleric*)	6,000
6	Magi (Magic-user*)	15,000
7	Power (Magic-user*)	12,000
8	Serpent (Cleric*)	7,000
9-10	Slinging (Druid)	2,000
11-12	Spear	1,000**
13-14	Striking (Cleric*, magic-user*)	6,000
15	Swarming Insects (Cleric*, magic-user*)	100***
16	Thunder & Lightning	8,000
17-18	Withering	8,000
19	Woodlands (Druid)	8,000
20	DM's Choice	—

* Includes subclasses of the listed class

** See the item description

*** Per charge

Description of Staves

Staff-Mace: This weapon appears to be a normal wooden staff of the type used when trekking in the wilderness. This item is typically made of bronzewood, reinforced by heavy bands and tips of iron. It gives off a very faint aura of alteration magic. Upon command, the *staff-mace* takes on one of three forms, as desired by the possessor.

Quarterstaff:	Quarterstaff +2, iron-shod
Great Mace:	Footman's mace +2, iron
Mace:	Horseman's mace +2, iron

Staff-Spear: When this seemingly ordinary quarterstaff is examined magically, it will have an aura of alteration. Upon proper command, a long and sharp spear blade will shoot forth from its upper end. This makes the weapon into a spear rather than a staff. Upon a second command, the length of the weapon will elongate to a full 12 feet, and the third command will recall it to its original form. The powers and value of each staff-spear are determined randomly when the item is first employed:

D20 Roll	Weapon Type	XP Value
1-6	+1 spear	1,000
7-10	+2 spear	1,500
11-13	+3 spear	2,000
14-16	+4 spear	2,500
17-19	+5 spear	3,000
20	+3 awl pike	2,500

Staff of Command: This device has three functions, only two of which will be effective if the wielder is a magic-user; all three work when the staff is in a cleric's hands. The three functions are:

Human Influence: This power duplicates that of the ring of the same name. Each Suggestion or Charm draws one charge from the staff.

Mammal Control/Animal Control: This power functions only as *mammal control* (as the ring of that name) when the staff is used by a magic-user. In the hands of a cleric or druid it is a staff of *animal control* (as the potion of that name, all types of animals listed). Either use drains one charge per 10 minutes or fraction thereof.

Plant Control: This function duplicates that of the potion of the same name but uses 1 charge per 10 minutes or fraction thereof.

The staff can be recharged.

Staff of Curing: This device can Cure Disease, Cure Blindness/Deafness, Cure Serious Moderate Wounds (2d8+4), or cure insanity. Each function drains one charge. No function may be employed more than twice per day (i.e., the staff can function only eight times during a 24 hour period). It can be recharged.

Staff of the Magi: This potent staff contains many spell powers and other functions. Some of its powers drain charges; others don't. The following powers do not drain charges:

Detect Magic
Enlarge Person
Hold Portal
Light
Protection from Evil/Good

The following powers drain one charge per usage:

Invisibility
Fireball
Knock
Lightning Bolt
Pyrotechnics
Ice Storm
Web
Wall of Fire
Dispelling Magic
Passwall

These powers drain two charges per usage:

Whirlwind
Conjure Elemental (twice per day)
Plane Shift
Telekinesis (200 lbs. maximum weight)

The *staff of the magi* adds a +2 bonus to all Saving Throws made versus spells or spell-like abilities. It can be used to absorb arcane spell energy directed at its wielder, but if the staff absorbs energy beyond its charge limit, it will explode as if a "retributive strike" (see below) had been made. The spell levels of energy absorbed count only as recharging the staff, but they cannot be redirected immediately, so if absorption is desired, that is the only action possible by the staff wielder that round. Note also that the wielder has no idea how many spell levels are cast at him, for the staff does not communicate this knowledge as a *rod of absorption* does. Absorbing spells is risky, but absorption is the only way this staff can be recharged.

Retributive strike is a breaking of the staff. It must be purposeful and declared by the magic-user wielding it. When this is done all levels of spell energy in the staff are released in a 30 foot radius sphere. All creatures within 10 feet of the broken staff suffer Hit Points of force damage equal to eight times the number of spell levels of energy in the staff (1 to 25), those between 10 feet to 20 feet take 6 x levels, and those 20 feet to 30 feet distant take 4 x levels. Successful Dexterity Saving

Throws indicate only one-half damage is sustained.

The magic-user breaking the staff has a 50% chance of traveling to another plane of existence, but if he does not, the explosive release of spell energy totally destroys him. This staff and the *staff of power* are the only magical items capable of a retributive strike.

Staff of Power: The *staff of power* is a very potent magical item, with offensive and defensive abilities. The powers below cost one charge each:

Cone of Cold
Continual Light
Fireball
Levitation
Lightning Bolt
Magic Missile
Ray of Enfeeblement

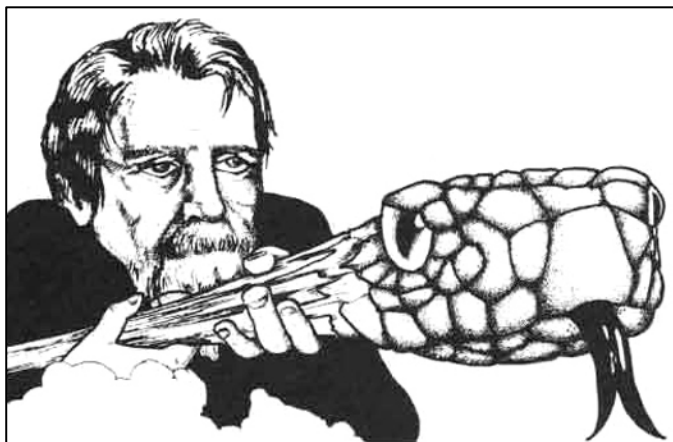
The following powers drain two charges each:

Shield (360° protection)
Globe of Invulnerability
Paralyzation cone (30 foot cone that functions as Hold Person)

The DM may assign alternate powers by random die roll.

The wielder of a *staff of power* gains a +2 bonus to Armor Class and Saving Throws. He may use the staff to smite opponents. It strikes as a +2 *quarterstaff*. If one charge is expended the staff causes double damage.

A *staff of power* can be broken for a retributive strike (see *staff of the magi*). The staff can be recharged.



Staff of the Serpent: There are two varieties of this staff - the "python" and the "adder."

The python staff strikes as a +2 *quarterstaff*. If the user throws the staff to the ground, it grows from its 6-foot length, becoming a constrictor snake, 25 feet long (AC 17, 50 Hit Points, Movement Rate of 45). This happens in one round. The snake tries to grapple opponents (+10 to its Athletics checks). Grappled foes with suffer 2d4+2 points of bludgeoning damage each round after the first that they remain grappled. Note that the python will return to its owner upon command. If it is destroyed while in snake form, the staff is destroyed.

The adder staff strikes as a +2 *quarterstaff*. Upon command the head of the staff becomes that of an actual serpent (AC 15, 20 Hit Points). This head remains for 10 minutes. When a hit is scored, damage is not increased, but the victim must roll a successful Constitution Saving Throw (DC 14) or be slain by its venom. Only evil priests will employ an adder staff. If the snake head is killed, the staff is destroyed.

Neither staff has nor requires charges. Most of these staves (60%) are pythons.

Staff of Slinging: This magical quarterstaff appears to be a +1 weapon unless it is grasped by a druid, whereupon its power of slinging becomes evident. This power, which can be employed *only* by a druid, is activated when one end of the staff is touched to a heavy object of roughly spherical shape (a stone, metal ball, pottery crock, etc.) of up to nine inches in diameter and five pounds in weight. The object adheres to the end of the staff, and the wielder need then only swing

the staff in an overhand arc to release the missile toward a desired target. The base range of such a missile is 60 feet.

This staff also carries charges, and a druid wielding the item can expend one charge and thereby use the staff to hurl a missile of large size, as if the wielder were a storm giant (1d10+10 bludgeoning damage).

The weapon may be recharged by a druid of 12th or higher level.

Staff of Striking: This oaken staff is the equivalent of a +3 *quarterstaff*. If 1 charge is expended the bonus damage is doubled (1d6+6); if two charges are expended the bonus damage is tripled (1d6+9). No more than two charges can be expended per strike. The staff can be recharged.

Staff of Swarming Insects: A staff of this sort is typically short and thick, striking as a +1 *club*. When initially obtained or encountered, much of its length is covered with finely done carvings depicting winged biting and stinging insects (bees, deerflies, horseflies, wasps, and the like). Any cleric or druid holding it can command the staff to create a swarm of such insects, as per the *Insect Plague* spell (PHB 129), at the same time expending one of the staff's charges.

Each time the staff is employed, one of the insect-shapes carved into its wooden surface will disappear, so it is easy to determine how many charges are left in the staff. Unlike others of its ilk, a staff of this sort can have as many as 50 initial charges. However, it cannot be recharged.

Staff of Thunder and Lightning: Casual examination of this stout quarterstaff will show it to be exceptional, and if it is magically examined, it will radiate an aura of alteration magic. Constructed of wood (ash, oak, bronzedwood, or the like) and bound with iron set with silver rivets, it has the properties of a +2 *quarterstaff* without expenditure of its magical charges. Its other magical properties are as follows:

Thunder: The staff strikes as a +3 weapon, and unless the struck opponent makes a DC 15 Constitution Saving Throw, he will be deafened for 1 minute and stunned for 1 round from the noise of the staff's impact. This power requires the expenditure of one charge.

Lightning: A short spark of electricity leaps forth when the opponent is struck, causing normal staff damage, plus 2d6 additional points of lightning damage. This power requires the expenditure of one charge.

Thunderclap: The staff sends forth a 30' cone of deafening noise. All creatures within this cone, wholly or partially, must roll a successful DC 15 Constitution Saving Throw or be deafened for 1 minute and stunned for 1d2 rounds. This function requires the expenditure of two charges.

Lightning Stroke: A lightning bolt is generated. This function of the rod uses two charges.

Thunder and Lightning: This power combines the thunderclap, described above, with a lightning bolt as in the lightning stroke. Saving Throws apply against each effect. This power requires the expenditure of four charges.

Staff of Withering: The *staff of withering* is a +1 *quarterstaff*. If two charges are expended when a hit is scored, the creature struck also ages 10 years, its abilities and lifespan adjusted for the resulting age increase. If three charges are expended when a hit is made, one of the opponent creature's limbs can be made to shrivel and become useless as per the *Wither* spell (PHB 153) unless the stricken creature makes a DC 15 Constitution Saving Throw.

Ageless creatures (undead, demons, devils, etc.) cannot be aged or withered. Aging a dwarf is of little effect, while aging a dragon could actually aid the creature.

Staff of the Woodlands: This sort of staff is always made from oak, ash, or yew, finely grained, beautifully carved, and bound with bronze. It is effective only in the hands of a druid. Each such staff has the following powers, with each expending one charge per use:

Animal Friendship plus Speak with Animals
Liveoak
Wall of Thorns

In addition to these powers, each *staff of the woodlands* has a magical

weapon value. Those with a lesser value have extra magical powers that do not require charges and can be employed once per day:

The +4 *quarterstaff* has no additional powers; the +3 *quarterstaff* also confers the power of Pass without Trace; the +2 *quarterstaff* confers the powers of Pass without Trace and Barkskin; the +1 *quarterstaff* confers the powers of the +2 staff plus the power of the Tree spell.

To determine which sort of staff has been discovered, assign even chances for each of the four types.

Wands

Wands are 1¼ feet long and slender. They are made of ivory, bone, or wood and are usually tipped with something - metal, crystal, stone, etc. They are fragile and tend to break easily. Because of this, they are often kept in cases.

Wands perform at 6th level of experience with respect to the damage they cause, range, duration, area of effect, etc., unless otherwise stated. The default DC for Saving Throws versus a wand's effects is 13.

Wands are powered by charges, each use costing one or more charges (depending on the item). When discovered, a wand typically contains 1d20+80 charges. Captured wands taken from a defeated foe often have many fewer charges. Wands never have a greater number of charges than those listed. Most wands can be recharged according to the rules for making magical items.

When a wand runs out of charges, it can no longer be recharged. Furthermore, the DM can rule that the wand immediately crumbles into useless dust (settling the issue) or is now a useless, nonmagical stick. At the DM's option, 1% of all wands can be trapped to backfire.

Command Words (Optional Rule)

Like rods and staves, wands can require the utterance of a command word (or phrase) to operate, and like these other items, the key is seldom found in the lock. The DM can rule that the command word is etched in magical writing on the wand (requiring a Read Magic to translate) or he can make the characters resort to such methods as Commune spells and expensive sages. If you choose not to use this option, ignore references to command words in the item descriptions below - all items simply work.

Random Wands Table

D20 Roll	Item	XP Value
1	Conjuration (Magic-user*)	7,000
2	Earth and Stone	1,000
3	Enemy Detection	2,000
4	Fear (Cleric, magic-user*)	3,000
5	Fire (Magic-user*)	4,500
6	Flame Extinguishing	1,500
7	Frost (Magic-user*)	6,000
8	Illumination	2,000
9	Illusion (Magic-user*)	3,000
10	Lightning (Magic-user*)	4,000
11	Magic Detection	2,500
12	Magic Missiles	4,000
13	Metal and Mineral Detection	1,500
14	Negation	3,500
15	Paralyzation (Magic-user*)	3,500
16	Polymorphing (Magic-user*)	3,500
17	Secret Door and Trap Location	5,000
18	Size Alteration	3,000
19	Wonder	6,000
20	DM's Choice	—

* Includes subclasses of the listed class

Wand Descriptions

Wand of Conjuration: Grasping this device enables a magic-user to recognize any cast or written conjuration/summoning spell (PHB 228). The wand also has the following powers, which require expenditure of one charge each:

Unseen Servant
Monster Summoning (see below)

A maximum of six charges may be expended, one per level of the Monster Summoning (ex. Monster Summoning III would expend 3

charges). The magic-user must be of a sufficient experience level to cast the appropriate Summoning spell.

The *wand of conjuration* can also conjure up a curtain of blackness - a veil of total black that absorbs all light. The *curtain of blackness* can cover a maximum area of 600 square feet (60' x 10', 40' x 15', 30' x 20'), but it must stretch from ceiling to floor, wall to wall. The curtain takes two charges to conjure. The veil of total lightlessness can be penetrated only by physical means or magic.

The wand also enables its wielder to construct a *prismatic sphere* (or *wall*), one color at a time, red to violet, at a cost of one charge per color.

Activation of only one function per round is possible. The wand may be recharged.

Wand of Earth and Stone: A wand of this sort is typically short and tipped with some form of mineral. It is imbued with the following powers:

Dig	½ charge/use
Passwall	1 charge/use
Move Earth	2 charges/use

In addition, 50% of all such wands have the following powers:

Transmute Mud to Rock	1 charge/use
Transmute Rock to Mud	1 charge/use

Wand of Enemy Detection: This wand pulses in the wielder's hand and points in the direction of any creature(s) hostile to the bearer of the device. The creature(s) can be invisible, ethereal, astral, out of phase, hidden, disguised, or in plain sight. Detection range is a 60 foot radius sphere. The function requires one charge to operate for 10 minutes. The wand can be recharged.

Wand of Fear: When the *fear* wand is activated, a pale amber cone, 30 feet in length, springs from the tip of the wand for an instant. Each creature within the cone must roll a successful DC 13 Charisma Saving Throw or react as per the *Fear* spell (PHB 116). Each use costs one charge. The wand can be recharged.

Wand of Fire: This wand can function like the following magic-user spells:

Burning Hands: The wand emits a fan-shaped sheet of fire as per the *Burning Hands* spell (PHB 94). The sheet of fire appears instantly, shoots forth dark red flames, and snuffs out in less than one second. It expends one charge.

Pyrotechnics: This function duplicates the spell of the same name (PHB 151). It expends one charge.

Fireball: The wand coughs forth a pea-sized sphere that streaks out to the desired range as per the *Fireball* spell (PHB 118). This expends 2 charges.

Wall of Fire: The wand can be used to draw a fiery curtain of purplish-red flames as per the *Wall of Fire* spell (PHB 172). The flames last for six rounds. This use of the wand expends two charges.

The *wand of fire* can be recharged.

Wand of Flame Extinguishing: This sort of wand has three separate functions. Each function has a range of 30 feet:

Nonmagical fires of normal size can be extinguished without using any charges. Normal size includes anything up to the size of a bonfire or a fire in a regular fireplace - equal to four to six billets of wood burning hotly.

To extinguish large or intense nonmagical fires, or small magical flames (such as a *flaming sword* or that created by a *Fire Shield* spell), one charge is expended from the wand. Continual magical flames, such as those of a sword or a fiery creature, will be extinguished for 1 minute.

When applied to large magical fires such as those caused by *Fireball*, *Flame Strike*, or *Wall of Fire* spells, two charges are expended from the wand as the flames are extinguished.

If the device is used upon a creature composed of flame (a fire elemental, for instance), a successful ranged attack roll inflicts 6d6 points of force damage to the creature. This use expends 3 charges.

Wand of Frost: A *frost* wand can perform three functions that duplicate magic-user spells:

Ice Storm: A silvery ray springs forth from the wand and creates

an ice storm, as per the magic-user spell of the same name (PHB 127). This function requires one charge.

Wall of Ice: The silvery ray forms a *Wall of Ice* (PHB 173). It uses one charge.

Cone of Cold: White crystalline motes spray forth from the wand in a 60' cone as per the *Cone of Cold* spell (PHB 99). The cost is two charges per use.

The wand may be recharged.

Wand of Illumination: This wand has four separate functions, three of which approximate magic-user spells, and one of that mirrors the effects of the 8th level druid spell, *Sunburst*:

Dancing Lights: The wand produces this effect (PHB 103) at a cost of one charge.

Light: The illumination wand sends forth light at an expenditure of one charge.

Continual Light: This function (PHB 100) requires two charges.

Sunburst: When this effect is called forth, the wand delivers a sudden flash of brilliant, greenish-white light, with blazing golden rays. The *sunburst* functions as the spell of the same name (PHB 165). The function requires three charges.

The wand can be recharged.

Wand of Illusion: This wand creates audible and visual illusions as per the *Improved Phantasmal Force* spell (PHB 128). The wand wielder must concentrate on the illusion in order to maintain it - he may move and attack normally but can't cast spells or use other abilities that require concentration. Each use of the wand expends two charges plus an additional charge for each hour the illusion is maintained beyond the first hour. The wand may be recharged.

Wand of Lightning: This wand has two functions that closely resemble magic-user spells:

Shock: This deals 1d8+6 points of lightning damage to a target struck in melee combat, as per the *Shocking Grasp* spell (PHB 159). When delivering the jolt, you gain a +3 bonus on your attack roll. The shock is not discharged on a missed attack roll. The shock uses one charge.

Lightning Bolt: The possessor of the wand can discharge a bolt of lightning as per the spell (PHB 133). This function uses two charges.

The wand may be recharged.

Wand of Magic Detection: This wand is similar in operation to the *enemy detection* wand. If any form of magic is in operation, or a magical item exists within a 30 foot radius sphere, the *magic detection* wand will pulse and point to the strongest source. Note that it will point to a person upon whom a spell has been cast.

Operation requires one round, and successive rounds will point out successively less powerful magical radiation. The school of magic (abjuration, alteration, etc.) can be determined if one round is spent concentrating on the subject's emanation.

One charge is expended per minute of use. Starting with the second round of continuous use, there is a 2% cumulative chance per round that the wand will temporarily malfunction and indicate nonmagical items as magical, or vice-versa. The wand may be recharged.

Wand of Magic Missiles: This wand discharges magic missiles similar to those of the 1st level magic-user spell (PHB 135). The missile causes 1d4+1 points of force damage. It always hits its target when the wand is wielded by a magic-user, otherwise an attack roll is required.

Each missile costs one charge. A maximum of three may be expended in one round. The wand may be recharged.

Wand of Metal and Mineral Detection: This wand has a 30-foot radius range. It pulses in the wielder's hand and points to the largest mass of metal within its effective area of operation. However, the wielder can concentrate on a specific metal or mineral (gold, platinum, quartz, beryl, diamond, corundum, etc.). If the specific mineral is within range, the wand will point to any and all places it is located, and the wand possessor will know the approximate quantity as well. Each operation

requires one round. Each charge powers the wand for 5 minutes (30 rounds). The wand may be recharged.

Wand of Negation: This device negates the spell or spell-like function(s) of rods, staves, wands, and other magical items. The individual with the *negation* wand points to the device, and a pale gray beam shoots forth to touch the targeted device.

The wand's beam has 100 foot range and acts as a targeted Dispel Magic (PHB 109). The wand makes its Concentration Check to suppress the item's magic with a +10 bonus.

The wand can function once per round, and each negation drains one charge. The wand cannot be recharged.

Wand of Paralyzation: This wand shoots forth a thin ray of bluish color to a maximum range of 60 feet. The targeted creature must make a DC 13 Strength Saving Throw or be rendered rigidly immobile for 1 minute (6 rounds) as per the Hold Person spell (PHB 126).

Each use expends 1 charge. It may be recharged.

Wand of Polymorphing: This wand emits a thin, green beam that darts forth a maximum distance of 100 feet. The creature targeted by this beam must make a DC 13 Wisdom Saving Throw or be polymorphed (as the Polymorph spell, PHB 146). The wielder may opt to turn the victim into a snail, frog, insect, etc., as long as the result is a small and inoffensive creature.

The possessor of the wand may elect to touch a creature with the device instead. Unwilling creatures must be hit and are still entitled to a Wisdom Saving Throw. If the touch is successful, the recipient is surrounded by dancing motes of sparkling emerald light, and then transforms into whatever creature the wielder wants. This is the same magical effect as the Polymorph spell.

Either function draws one charge. The wand may be recharged.

Wand of Secret Door and Trap Location: This wand has an effective radius of 30 feet for secret door and trap location. When the wand is energized it will pulse in the wielder's hand and point to all secret doors or traps within range. Note that it locates either doors or traps, not both during one operation. It requires concentration to function and draws one charge per round of use. The wand may be recharged.

Wand of Size Alteration: A wand of this sort enables the wielder to cause any single creature of virtually any size to enlarge or diminish, as per the Enlarge Person or Reduce Person spell, for 6 rounds (1 minute).

Enlarging a creature increases its size category by 1 (e.g. from Small to Medium or from Large to Huge), doubling its height and multiplying its weight by 8. This increase doubles its carrying capacity. The target gains a +1 bonus damage rolls but suffers a -1 penalty to Armor Class. This spell does not change the target's Movement Rate. Weapons (including the natural attacks of creatures) affected by this spell deal more damage, their damage die improves by 1 type (for example, from a d4 to a d6 or from 2d6 to 2d8). Projectile or missile weapons revert to their normal size after being used to make an attack (whether or not they strike the intended target). Other magical properties are not affected by this spell. Magical properties of enlarged items are not increased by this spell. Multiple magical effects that increase size may not be combined.

If insufficient room is available for the desired growth, the spell fails. All equipment worn or carried by a creature is similarly enlarged by the spell.

Reducing a creature causes the instant diminution of a creature, halving its height, length, and width and dividing its weight by 8. All equipment worn or carried by a creature is reduced by the spell. This decrease in size changes the creature's size category to the next smaller one and halves its carrying capacity. The target gains a +1 bonus to Armor Class but suffers a -1 penalty to damage rolls. Weapons (including the natural attacks of creatures) affected by this spell deal less damage, their damage die decreases by 1 type (for example, from a d6 to a d4 or from 2d8 to 2d6). Projectile or missile weapons revert to their normal size after being used to make an attack (whether or not they strike the intended target). Other magical properties are not affected by this spell. Multiple magical effects that reduce size do not stack.

The wand's power has a range of 10 feet. The target creature and all it is wearing or carrying are affected unless a DC 13 Wisdom Saving Throw succeeds. Note that a willing target need not to make a Saving Throw.

Each usage of the wand expends one charge. It can be recharged by a magic-user of 12th or higher level.

Wand of Wonder: The *wand of wonder* is a strange and unpredictable device that will generate any number of strange effects, randomly, each time it is used. The usual effects are shown on the table below, but you may alter these for any or all of these wands in your campaign as you see fit. Possible effects of the wand include:

D% Roll	Effect
01-10	Slow (see Haste, PHB 125) creature pointed at for one turn unless it succeeds as a DC 13 Wisdom Saving Throw.
11-18	Deludes wielder for one round into believing the wand functions as indicated by a second die roll, unless he succeeds at a DC 13 Wisdom Saving Throw.
19-25	Gust of Wind (PHB 124) extends in the direction pointed at for 2 minutes. The wielder can change the line of effect on his turn as a free action.
26-30	Stinking Cloud (PHB 163) with a 30' radius surrounds the targeted creature.
31-33	Heavy rain falls for one round in 60 foot radius cylinder around the wand's wielder.
34-36	Summons 1 animal as per Animal Summoning (PHB 87). This is a rhino (1-25), elephant (26-50), or mouse (51-00).
37-46	Lightning Bolt as per the spell (PHB 133).
47-49	Stream of 600 large butterflies pour forth and flutter around for 1d6 rounds, creating a 10' radius sphere of total concealment.
50-53	Enlarge target if within 60 feet of wand as per a Wand of Size Alteration.
54-58	Darkness 15' Radius (PHB 103) centered on the targeted creature.
59-62	Grass grows in a 40' radius circle around the wand's user. Grass existing there grows to 10 times normal size.
63-65	Send the nearest, unattended and nonliving object of up to 1,000 pounds mass and up to 30 cubic feet in size to the Ethereal Plane for 1 minute.
66-69	Diminish wand wielder to 10% of his normal size as per a <i>potion of diminution</i> (DMG 104) unless he succeeds at a DC 13 Wisdom Saving Throw.
70-79	Fireball as the 3 rd level spell (PHB 118).
80-84	Invisibility covers wand wielder.
85-87	Leaves grow from target if within 60 feet of wand. No Saving Throw is allowed. The leaves fall off in 24 hours.
88-90	10d4 gems of 1 gp base value shoot forth in a 30 foot long line, causing 1 point of damage each to the first creature along that path (DC 13 Dexterity Saving Throw for half).
91-97	Shimmering colors dance and play over in a 30' cone in front of wand. Creatures in this cone are blinded for 1d6 rounds unless they make a DC 13 Wisdom Saving Throw.
98-00	Flesh to Stone (or reverse if target is stone) if target is within 60 feet. Living targets get a DC 13 Wisdom Saving Throw. See PHB 119 for more details.

Unless otherwise stated, the range of the wand is 60 feet. The wand uses one charge per function. It may not be recharged. Where applicable, Saving Throws should be made.

Miscellaneous Magical Items

As the name implies, this category is a catch-all for many sorts of magical items. Some are powerful, others weak; some are highly desirable, others are deadly to the finder. The number of miscellaneous items is great enough that duplication of items in a campaign can kept to a minimum.

Reveal information about items with care. Initially, describe an item only in the most general of terms: wood, metal, cloth, leather, etc. Allow players to ask questions about the look, feel, and smell of an item. Likewise, do not simply blurt out the properties and powers of an item. Items must be held, or worn, or manipulated before revealing their secrets. Bards, sages, Identify spells, Legend Lore spells, and so on may be the best (and easiest) determiners of magical qualities, but experimentation and experience are useful and make for good roleplaying.

Items are listed alphabetically. Unless a description specifically restricts item use, or a letter representing a particular class follows a listing, items are usable by any class. Class letters are (Bd) bards, (C) clerics, (F) fighters, (Mu) magic-users, (M) monks, and (T) thieves.

Note that though the miscellaneous magical items are broken into categories on the tables for the purpose of random selection, all items are alphabetized together in the following descriptions.



Categories of Magical Items

Most of the item descriptions below are complete in and of themselves. A few categories of magical items require some general comments, however:

Artifacts and Relics: These are listed on pages 156-166. They are the DM's province. Advice on the creation and use of artifacts and relics can be found on the pages listed above.

Books: All magical books, librams, manuals, tomes, etc. appear to be "normal" works of arcane lore. Each is indistinguishable from all others by visual examination of the outer parts or by detection for magic aura.

A Wish, Miracle, or Vision spell can identify or classify a magical work. Other spells, notably Commune, Contact other Plane, Limited Wish, and True Seeing are useless. A Wish, Miracle, or Vision Spell reveals the general contents of a book, telling what classes or characteristics are most affected (not necessarily benefitted) by the work. Wish or Miracle also reveals the book's exact contents.

After being perused by a character, most magical works vanish forever, but one which is nonbeneficial to the reader may be attached to the character, and he will be unable to rid himself of it. If the work benefits another character alignment, the possessor is Geased to conceal and guard it. As DM you should use your judgment and imagination as to exactly how these items will be treated, using the rules in this section as parameters.

Boots: All magical boots expand or shrink to fit the wearer, from halfling to giant size.

Eyes: Mixing eye types is certain to cause immediate insanity (as per the Confusion spell) for 1d2 hours. Once this time has passed the character can (and should) remove one of the magical lenses!

Ropes: Any magical rope which is broken or severed immediately loses its special properties.

Random Miscellaneous Magical Item Tables

Miscellaneous Magic: Books, Librams, Manuals, Tomes

D20 Roll	Item	XP Value
1-3	Bocob's Blessed Book (Mu ^o)	4,500
4	Book of Exalted Deeds (C)	8,000
5	Book of Infinite Spells	9,000
6	Book of Vile Darkness (C)	8,000
7	Libram of Gainful Conjuraton (Mu ^o)	8,000
8	Libram of Ineffable Damnation (Mu ^o)	8,000
9	Libram of Silver Magic (Mu ^o)	8,000
10	Manual of Bodily Health	5,000
11	Manual of Gainful Exercise	5,000
12	Manual of Golems (C,Mu)	3,000
13	Manual of Puissant Skill at Arms (Bd,F ^o)	8,000
14	Manual of Quickness in Action	5,000
15	Manual of Stealthy Pilfering (Bd,T ^o)	8,000
16	Tome of Clear Thought	8,000
17	Tome of Leadership and Influence	7,500
18	Tome of Understanding	8,000
19	Vacuous Grimoire	—
20	DM's Choice	—

^o Includes subclasses of the listed class

Miscellaneous Magic: Jewels, Jewelry, Phylacteries (D6)

Subtable A (1-3)

D20 Roll	Item	XP Value
1	Amulet of Inescapable Location	—
2	Amulet of Life Protection	5,000
3	Amulet of the Planes	6,000
4	Amulet of Proof Against Detection and Location	4,000
5	Amulet Versus Undead	200*
6	Beads of Force	200 ea.
7	Brooch of Shielding	1,000
8	Gem of Brightness	2,000
9	Gem of Insight	3,000
10	Gem of Seeing	2,000
11	Jewel of Attacks	—
12	Jewel of Flawlessness	—
13	Medallion of ESP	2,000
14	Medallion of Thought Projection	—
15	Necklace of Adaptation	1,000
16-17	Necklace of Missiles	100**
18	Necklace of Prayer Beads (C)	500***
19	Necklace of Strangulation	—
20	DM's Choice	—

Subtable B (4-6)

D20 Roll	Item	XP Value
1	Pearl of Power (Mu)	200*
2	Pearl of the Sirines	900
3	Pearl of Wisdom (C ^o)	500
4	Periapt of Foul Rotting	—
5	Periapt of Health	1,000
6	Periapt of Proof Against Poison	1,500
7	Periapt of Wound Closure	1,000
8	Phylactery of Faithfulness (C ^o)	1,000
9	Phylactery of Long Years (C ^o)	3,000
10	Phylactery of Monstrous Attention (C ^o)	—
11	Scarab of Death	—
12	Scarab of Enraging Enemies	1,000
13	Scarab of Insanity	1,500
14	Scarab of Protection	2,500
15	Scarab Versus Golems	****
16	Talisman of Pure Good (C)	3,500
17	Talisman of the Sphere (Mu ^o)	100
18	Talisman of Ultimate Evil (C)	3,500
19	Talisman of Zagy	1,000
20	DM's Choice	—

^o Includes subclasses of the listed class

* Per level

** Per die of damage

*** Per special bead

**** See item description

Miscellaneous Magic: Cloaks and Robes

D20 Roll	Item	XP Value
1	Cloak of Arachnida	3,000
2	Cloak of Displacement	3,000
3-4	Cloak of Elvenkind	1,000
5	Cloak of Poisonousness	—
6-8	Cloak of Protection	1,000*
9	Cloak of the Bat	1,500
10	Cloak of the Manta Ray	2,000
11	Robe of the Archmagi (Mu)	6,000
12	Robe of Blending	3,500
13	Robe of Eyes (Magic-user)	4,500
14	Robe of Powerlessness (Mu)	—
15	Robe of Scintillating Colors (C, Mu ^o)	2,750
16	Robe of Stars (Mu ^o)	4,000
17-18	Robe of Useful Items (Mu ^o)	1,500
19	Robe of Vermin (Mu ^o)	—
20	DM's Choice	—

^o Includes subclasses of the listed class

* Per plus

Miscellaneous Magic: Boots, Bracers, Gloves

D20 Roll	Item	XP Value
1	Boots of Dancing	—
2	Boots of Elvenkind	1,000
3	Boots of Levitation	2,000
4	Boots of Speed	2,500
5	Boots of Striding and Springing	2,500
6	Boots of the North	1,500
7	Boots of Varied Tracks	1,500
8	Boots, Winged	2,000
9	Bracers of Archery (F ^o , T ^o)	1,000
10	Bracers of Brachiation	1,000
11-12	Bracers of Defense	500*
13	Bracers of Defenselessness	—
14	Gauntlets of Dexterity	1,000
15	Gauntlets of Fumbling	—
16	Gauntlets of Ogre Power (C ^o , F ^o , T ^o)	1,000
17	Gauntlets of Swimming and Climbing (C ^o , F ^o , T ^o)	1,000
18	Gloves of Missile Snaring	1,500
19	Slippers of Spider Climbing	1,000
20	DM's Choice	—

^o Includes subclasses of the listed class

* Per point of Armor Class bonus

Miscellaneous Magic: Girdles, Hats, Helms

D20 Roll	Item	XP Value
1-3	Girdle of Dwarvenkind	3,500
4	Girdle of Femininity/Masculinity (C ^o , F ^o , T ^o)	—
5-6	Girdle of Giant Strength (C ^o , F ^o , T ^o)	2,000
7-9	Girdle of Many Pouches	1,000
10	Hat of Disguise	1,000
11	Hat of Stupidity	—
12	Helm of Brilliance	2,500
13-14	Helm of Comprehending Languages and Reading Magic	1,000
15	Helm of Opposite Alignment	—
16	Helm of Telepathy	3,000
17	Helm of Teleportation	2,500
18-19	Helm of Underwater Action	1,000
20	DM's Choice	—

^o Includes subclasses of the listed class

Miscellaneous Magic: Bags, Bottles, Pouches, Containers

D20 Roll	Item	XP Value
1	Alchemy Jug	3,000
2	Bag of Beans	1,000
3	Bag of Devouring	—
4-7	Bag of Holding	5,000
8	Bag of Transmuting	—
9	Bag of Tricks	2,500
10	Beaker of Plentiful Potions	1,500
11	Bucknard's Everfull Purse	*

Miscellaneous Magic: Bags, Bottles, Pouches, Containers

D20 Roll	Item	XP Value
12	Decanter of Endless Water	1,000
13	Efreeti Bottle	9,000
14	Eversmoking Bottle	500
15	Flask of Curses	—
16-17	Heward's Handy Haversack	3,000
18	Portable Hole	5,000
19	Pouch of Accessibility	1,500
20	DM's Choice	—

* See item description

Miscellaneous Magic: Candles, Dusts, Ointments, Incense, and Stones

D20 Roll	Item	XP Value
1	Candle of Invocation (C)	1,000
2	Dust of Appearance	1,000
3	Dust of Disappearance	2,000
4	Dust of Dryness	1,000
5	Dust of Illusion	1,000
6	Dust of Tracelessness	500
7	Dust of Sneezing and Choking	—
8	Incense of Meditation (C)	500
9	Incense of Obsession (C)	—
10	Ion Stones	300*
11	Keoghtom's Ointment	500
12	Nolzur's Marvelous Pigments	500*
13	Philosopher's Stone	1,000
14	Smoke Powder**	—
15	Sovereign Glue	1,000
16	Stone of Controlling Earth Elementals	1,500
17	Stone of Good Luck (Luckstone)	3,000
18	Stone of Weight (Loadstone)	—
19	Universal Solvent	1,000
20	DM's Choice	—

* Per stone or pot of pigment

** This item is optional and should not be given unless the arquebus is allowed in the campaign.

Miscellaneous Magic: Household Items and Tools

D20 Roll	Item	XP Value
1	Brazier of Commanding Fire Elementals (Magic-user)	4,000
2	Brazier of Sleep Smoke (Mu ^o)	—
3	Broom of Animated Attack	—
4	Broom of Flying	2,000
5	Carpet of Flying	7,500
6	Mattock of the Titans (F ^o)	3,500
7	Maul of the Titans (F ^o)	4,000
8	Mirror of Life Trapping (Mu ^o)	2,500
9	Mirror of Mental Prowess	5,000
10	Mirror of Opposition	—
11	Murlynd's Spoon	750
12-13	Rope of Climbing	1,000
14	Rope of Constriction	—
15	Rope of Entanglement	1,500
16	Rug of Smothering	—
17	Rug of Welcome (Mu ^o)	6,500
18	Saw of Mighty Cutting (F ^o)	2,000
19	Spade of Colossal Excavation (F ^o)	1,000
20	DM's Choice	—

^o Includes subclasses of the listed class

Miscellaneous Magic: Musical Instruments (D10)**Subtable A (1-9)**

D20 Roll	Item	XP Value
1	Chime of Interruption	2,000
2	Chime of Opening	3,500
3	Chime of Hunger	—
4	Drums of Deafening	—
5	Drums of Panic	6,500
6	Harp of Charming	5,000
7	Harp of Discord	—
8	Horn of Blasting	1,000
9	Horn of Bubbles	—
10	Horn of Collapsing	1,500

Miscellaneous Magic: Musical Instruments (D10)**Subtable A (1-9)**

11	Horn of Fog	400
12	Horn of Goodness (Evil)	750
13	Horn of the Tritons (C°, F°)	2,000
14	Horn of Valhalla	1,000*
15	Lyre of Building	5,000
16	Pipes of Haunting	400
17	Pipes of Pain	—
18	Pipes of Sounding	1,000
19	Pipes of the Sewers	2,000
20	DM's Choice	—

° Includes subclasses of the listed class

* Only if used by character of appropriate class.

Miscellaneous Magic: Musical Instruments of the Bard (D10)**Subtable B (10)**

D20 Roll	Item	XP Value
1-4	Instrument of the Bard: Fochlucan Bandore	1,000
5-8	Instrument of the Bard: Mac-Fuimidh Cittern	2,500
9-11	Instrument of the Bard: Doss Lute	4,000
12-14	Instrument of the Bard: Canaith Mandolin	5,500
15-16	Instrument of the Bard: Cly Lyre	7,000
17-18	Instrument of the Bard: Anstruth Harp	8,500
19	Instrument of the Bard: Ollamh Harp	10,000
20	DM's Choice	—

Miscellaneous Magic: The Weird Stuff (D6)**Subtable A (1-3)**

D20 Roll	Item	XP Value
1	Apparatus of Kwalish	8,000
2-3	Boat, Folding	10,000
4	Bowl of Commanding Water Elementals (Magic-user)	4,000
5	Bowl of Watery Death (Mu°)	—
6	Censer of Controlling Air Elementals (Mu°)	4,000
7	Censer of Summoning Hostile Air Elementals (Mu°)	—
8-9	Crystal Ball (C°, Mu°)	1,000
10	Crystal Hypnosis Ball (C°, Mu°)	—
11	Cube of Force	3,000
12-13	Cube of Frost Resistance	2,000
14	Cubic Gate	5,000
15	Daern's Instant Fortress	7,000
16	Deck of Illusions	1,500
17	Deck of Many Things	—
18	Eyes of Charming (Mu°)	4,000
19	Eyes of Minute Seeing	2,000
20	DM's Choice	—

° Includes subclasses of the listed class

Subtable B (4-6)

D20 Roll	Item	XP Value
1	Eyes of Petrification	—
2	Eyes of the Eagle	3,500
3-4	Figurine of Wondrous Power	100*
5	Horseshoes of a Zephyr	1,500
6-7	Horseshoes of Speed	2,000
8	Iron Bands of Bilarro	750
9	Lens of Detection	250
10	Quaal's Feather Token	1,000
11-12	Quiver of Ehlonna	1,500
13	Sheet of Smallness	1,500
14	Sphere of Annihilation (Magic-user)	4,000
15	Stone Horse	2,000
16	Well of Many Worlds	6,000
17-18	Wind Fan	500
19	Wings of Flying	750
20	DM's Choice	—

* Per Hit Die of the figurine.

Descriptions of Miscellaneous Magical Items

Alchemy Jug: This magical device can pour forth various liquids upon command. The quantity of each liquid is dependent upon the liquid itself. The jug can pour only one kind of liquid on any given day, seven pourings maximum. The liquids pourable and quantity per pouring are:

Alcohol	1 gil (4 oz.)
Ammonia	1 quart
Aqua regia	2 gills (8 oz.)
Beer	4 gallons
Chlorine	8 drams (1 oz.)
Cyanide	4 drams (½ oz.)
Fresh water	8 gallons
Oil	1 quart
Salt water	16 gallons
Vinegar	2 gallons
Wine	1 gallon

The jug will pour forth two gallons per round, so it will require eight rounds to complete a pouring of salt water.

Amulet of Inescapable Location: This device is typically worn on a chain or as a brooch. It appears to be an amulet that prevents location, scrying (crystal ball viewing and the like), or detection or influence by ESP or telepathy. Actually, the amulet doubles the range of these location and detection modes and imposes a -4 Saving Throw penalty on the amulet's bearer against such divinations (if applicable). Normal item identification attempts, including Detect Magic, will not reveal its true nature.

Amulet of Life Protection: This pendant or brooch device serves as protection for the psyche. The wearer is protected from the Magic Jar spell or any similar attack that possesses the wearer. If the wearer is slain, the psyche enters the amulet and is protected for seven full days. Thereafter, it departs to the plane of its alignment. If the amulet is destroyed during the seven days, the psyche is utterly and irrevocably annihilated.

Amulet of the Planes: This device enables the individual possessing it to transport himself instantly to or from any one of the closest levels of the Outer Planes. This travel is absolutely safe, if not absolutely sure, but until the individual learns the device, transport will be random.

Roll 1d6. On a 4-6, add 12 to the result of a 1d12 roll (for a result between 1 and 24). On a 1-3, do not add 12 to a 1d12 roll. Figure the total and consult the following table to determine where the holder of the amulet ends up:

Die Roll	Plane
1-2	Seven Heavens (Mount Celestia)
3	Twin Paradises (Bytopia)
4	Elysium
5	Happy Hunting Grounds (Beastlands)
6-7	Olympus (Arborea, Arvandor)
8	Gladstheim (Ysgard)
9	Limbo
10	Pandemonium
11-12	Abyss
13	Tarterus (Carceri)
14	Hades (The Gray Waste)
15	Gehenna
16-17	Nine Hells (Baator)
18	Acheron
19	Nirvana (Mechanus)
20	Arcadia
21-24	Prime Material Plane*

* You can substitute the following for totals between 22 and 24:

22	Ethereal Plane
23	Astral Plane
24	Prime, but alternate Earth

Amulet of Proof Against Detection and Location: This device protects the wearer against all divination and magical location and detection. The wearer cannot be detected through Clairaudience, Clairvoyance, ESP, crystal balls, or any other scrying devices. No aura is discernible on the wearer, and predictions cannot be made regarding him unless a powerful being is consulted.

Amulet Versus Undead: This prized charm is a specially blessed symbol that enables the wearer to turn undead like a cleric. The amulet appears ordinary, but glows brightly when presented strongly (i.e., as if it were a holy symbol) in the presence of undead. The success of the attempt to turn is determined by the power of the amulet - the strength of each amulet varies, and when one is discovered, its type is ascertained by rolling on the following table:

D % Roll	Effective Clerical Level of Amulet
01-30	5 th
31-55	6 th
56-75	7 th
76-90	8 th
91-00	9 th

The amulet must be worn at all times to remain effective. When it is not worn, it becomes inert, and will remain so for the first seven days after it is put on. Its value is a function of its strength: 200 XP value per effective cleric level.

Apparatus of Kwalish: When found, this item appears to be a large, sealed iron barrel, but it has a secret catch that opens a hatch in one end. Inside are 10 levers:

Lever	Function
1	Extend/retract legs and tail
2	Uncover/cover forward porthole
3	Uncover/cover side portholes
4	Extend/retract pincers and feelers
5	Snap pincers
6	Forward/left or right
7	Backward/left or right
8	Open "eyes" with Continual Light inside/close "eyes"
9	Raise (levitate)/sink
10	Open/close hatch

The apparatus moves forward at a Movement Rate of 15', backward at a Movement Rate of 30'. Two pincers extend forward four feet and snap for 2d6 points of slashing damage each if they hit a creature (+4 Attack Bonus). The device can operate in water up to 900 feet deep. It can hold two man-sized characters and enough air to operate for 1d4+1 hours at maximum capacity. The apparatus is AC 20 and requires 100 points of damage to cause a leak, 200 to stave in a side. When the device is operating it looks something like a giant lobster.

Bag of Beans: This bag, constructed of heavy cloth, is about two feet wide and four feet long (the size of any other large bag or sack). A character who opens it will find several large, pebble-like objects inside. If dumped out of the bag, these objects explode for 5d4 points of bludgeoning damage each. All creatures within a 10 foot radius must successfully make a DC 13 Dexterity Saving Throw or suffer full damage. To be removed safely, the beans in the bag must be taken out by hand - telekinesis won't prevent them from exploding, nor will working them out with tools.

If placed in dirt and watered, each pebble-like bean will "sprout" a creature or object. *Bags of beans* generally hold 3d4 beans, only 1 or 2 of which will be beneficial, the others sprouting monsters or useless things. For example:

Bean #1	Three shriekers spring up and begin wailing.
Bean #2	An Ice Storm (PHB 127) strikes the area.
Bean #3	A poisonous raspberry bush with animated runners shoots up, but each of its 5d4 berries is a gem of 100 or 500 gp base value (or perhaps just worthless glass).
Bean #4	A hole opens in the ground; a purple worm or a <i>djinni ring</i> can be below.
Bean #5	Smoke and gas cover fill a 50' radius sphere for 1 hour. The cloud totally conceals all within, blinding creatures in the smoke cloud.
Bean #6	A wyvern grows instantly and attacks.
Bean #7	Poison gas seeps out slowly, forming a spherical cloud of 20-foot radius that persists for 10 minutes; while it lasts it might turn some dirt at its center to magical dust (<i>appearance, vanishing, sneezing and choking</i>)

Thought, imagination, and judgment on the part of the DM are required with this item.

Bag of Devouring: This bag appears to be an ordinary sack - possibly appearing to be empty, possibly holding beans. The sack is, however, the lure used by an extradimensional creature - this is one of its feeding orifices.

Any substance of animal or vegetable nature is subject to "swallowing" if it is thrust within the bag. The *bag of devouring* is 90% likely to ignore any initial intrusions, but any time it senses living human flesh within, it is 60% likely to close and attempt to draw the whole victim in - making an Athletics (Strength) check with a +10 bonus to do so. A victim who fails this check is drawn into the bag and devoured the following round unless he manages to free himself with a successful opposed Athletics skill check before the bag's next turn.

The bag radiates magic. It can hold up to 30 cubic feet of matter. It will act as a *bag of holding* (normal capacity), but each hour it has a 5% cumulative chance of "swallowing" the contents and then "spitting the stuff out" in some non-space.

Bag of Holding: As with other magical bags, this one appears to be a common cloth sack of about 2 feet by 4 feet size. The *bag of holding* opens into a nondimensional space, and its inside is larger than its outside dimensions. Regardless of what is put into this item, the bag always weighs a fixed amount. This weight, the bag's weight limit in contents, and its volume limit are determined by making a percentage roll and consulting the table below:

D%	Weight	Limit	Limit
01-30	15 lbs.	250 lbs.	30 cu. ft.
31-70	15 lbs.	500 lbs.	70 cu. ft.
71-90	35 lbs.	1,000 lbs.	150 cu. ft.
91-00	60 lbs.	1,500 lbs.	250 cu. ft.

If overloaded, or if sharp objects pierce it (from inside or outside), the bag will rupture and be ruined. The contents will be lost forever in the vortices of nilspace.

Bag of Transmuting: This magical sack appears to be a *bag of holding* of one of the four sizes described above. It will perform properly for 1d4+1 uses (or more if the usages are made within a few days' time). At some point, however, the magical field will waver, and metals and gems stored in the bag will be turned into common metals and stones of no worth.

When emptied, the bag pours forth these transmuted metals and minerals. Any magical items (other than artifacts and relics) placed in the bag will become ordinary lead, glass, or wood as appropriate (no Saving Throw) once the transmuting effects have begun.

Bag of Tricks: A *bag of tricks* appears to be a typical sack, and visual or other examination will show it to be empty when first discovered. However, anyone who reaches inside will feel a small, fuzzy object. If this object is taken from the bag and tossed one foot to 20 feet away, it will turn into one of the animals on the following table.



These animals will obey and fight for the individual who brought them into being. The kind of animal inside a *bag of tricks* varies each time an animal is drawn from the bag.

There are three types of *bags of tricks*, each capable of producing different kinds of animals. To determine which kind of bag has been discovered, roll 1d10. On a 1-5, a type A bag has been found; on a 6-8, a type B; and on a 9 or 10, a type C. Thereafter, the wielder rolls a 1d8 on the appropriate table to determine the specific animal found.

Only one creature can be drawn forth at a time. It exists until it is slain, until 10 minutes have elapsed, or until it is ordered back into the *bag of tricks*. At that point, the creature vanishes. Only then can another animal be brought forth. Up to 10 creatures can be drawn from the bag each week.

A (1-5)

D8 Roll	Animal	AC	HD	HP	Attacks
1	Weasel	14	½	2	1
2	Skunk	11	½	2	Musk
3	Badger	6	1+2	7	1-2/1-2/1-3
4	Wolf	13	2+2	12	2-5
5	Lynx, giant	14	2+2	12	1-3/1-3/1-2/1-2/1-4
6	Wolverine	15	3	15	1-4/1-4/2-5 + musk
7	Boar	13	3+3	18	3-12
8	Stag, giant	13	5	25	4-16 or 1-4/1-4

B (6-8)

D8 Roll	Animal	AC	HD	HP	Attack
1	Rat	13	½	2	1
2	Owl	13	½	3	1-3/1-3
3	Dog	13	1+1	6	1-4
4	Goat	13	1+1	6	1-6
5	Ram	14	2	10	2-5
6	Bull	13	4	20	1-6/1-6
7	Bear	14	5+5	30	1-6/1-6/1-8/2-12
8	Lion	15	5+5	30	1-4/1-4/1-10/2-7/2-7

C (9-0)

D8 Roll	Animal	AC	HD	HP	Attack
1	Jackal	13	½	2	1-2
2	Eagle	13	1	5	1-2/1-2/1
3	Baboon	13	1+1	6	1-4
4	Ostrich	13	3	15	1-4 or 2-8
5	Leopard	14	3+3	18	1-3/1-3/1-6/1-4/1-4
6	Jaguar	14	4+4	24	1-3/1-3/1-8/2-5/2-5
7	Buffalo	13	5	25	1-8/1-8
8	Tiger	14	5+5	30	2-5/2-5/1-10/2-8/2-8

Beads of Force: These small, black spheres might be mistaken for common beads, marbles, or unusually black but lusterless pearls. From 5-8 of these beads are usually found at one time. Each is about three-quarters of an inch in diameter and quite heavy, weighing almost an ounce. They have a base range of 20 feet.

Upon impact, the bead sends forth a burst of force that inflicts 5d4 points of force damage upon all creatures within a 10 foot radius sphere. Each victim is allowed a DC 15 Dexterity Saving Throw for half damage. Those who save will be thrown out of the blast area, but those who fail to save will be encapsulated by an oversized Otiluke's Resilient Sphere (PHB 142) after taking damage.

The sphere will form around any and all such creatures in the 10 foot radius sphere, even those of Large size, and will persist for 3d4 rounds.

Beaker of Plentiful Potions: This container resembles a jug or flask. It is a magical beaker with alchemical properties allowing it to create 1d4+1 doses of 1d4+1 potions. (The kinds of potions are determined by random selection on page 103-104.) Different potion sorts are layered in the container, and each pouring takes one round and results in one dose of one potion type.

Roll 1d4+1, to find the number of potions the beaker contains - *delusion* and *poison* are possible. Record each potion in order of occurrence - the potions are layered and are poured in order. Duplication is possible.

If the container holds only two potions, it will dispense them one each per day, three times per week; if three are contained, it will dispense them one each per day, two times per week; and if four or five are contained it will produce each just one time per week.

Once opened, the beaker gradually loses the ability to produce potions. This reduction in ability results in the permanent loss of one potion type per month, determined randomly.

Boat, Folding: A folding boat will always be discovered as a small wooden "box" - about one foot long, one-half foot wide, and one-half foot deep. It will, of course, radiate magic if subjected to magical detection. The "box" can be used to store items like any other box. If a command word is given, however, the box will unfold itself to form a boat of 10 feet length, four feet width and two feet depth. A second (different) command word will cause it to unfold to a 24-foot long, 8-foot-wide, and 6-foot deep ship.

In its smaller form, the boat has one pair of oars, an anchor, a mast, and lateen sail. In its larger form, the boat is decked, has single rowing seats, five sets of oars, a steering oar, anchor, a deck cabin, a mast, and

square sail. The first can hold three or four people comfortably, the second will carry fifteen with ease.

A third word of command causes the boat to fold itself into a box once again. The words of command may be inscribed visibly or invisibly on the box, or they may be written elsewhere - perhaps on an item within the box. The words might have been lost, making the boat useless (except as a small box) until the finder discovers the words himself (via Legend Lore, consulting a sage, physical search of a dungeon, etc.).

Boccob's Blessed Book: This well-made tome is always of small size. One will typically be no more than 12 inches tall, 6 inches wide, and 1 inch thick - some are a mere 6 inches in height. All such books are durable, waterproof, iron- and silver-bound, and locked. Copies of Boccob's blessed book gain a +8 bonus on their Saving Throws.

The pages of such a book accept magic spells scribed upon them, and any book can contain up to 45 spells of any level. The book is thus highly prized by magic-users of all sorts as a traveling spell book. It is unlikely that such a libram will ever be discovered (randomly) with spells already inscribed - inscribed or partially inscribed works of this nature are kept carefully by their owners.

Books of Exalted Deeds: This holy book is sacred to clerics of good alignment. Study of the work will require one week, but upon completion the good cleric will gain one point of Wisdom and experience points sufficient to place him halfway into the next level of experience.

Clerics neither good nor evil lose 20,000-80,000 experience points for perusing the work (to a minimum of 0 XP).

Evil clerics lose one full experience level, dropping to the lowest number of experience points possible to hold the level; furthermore, they must atone by magical means or by offering up 50% of everything they gain for 1d4+1 adventures.

Fighters who handle or read the book are unaffected, though a paladin will sense that it is good. Magic-users who read it lose one point of Intelligence unless they make a DC 16 Intelligence Saving Throw. If they fail to save, they also lose 2,000-20,000 experience points. A thief who handles or reads the work sustains 5d6 points of psychic damage and must successfully DC 16 Intelligence Saving Throw or lose one point of Dexterity. A good-aligned thief with a 13 or greater Wisdom score is compelled (as per the Geas spell, PHB 122) by the book to take up as a cleric unless he makes a DC 16 Wisdom Saving Throw. Bards are treated as clerics.

Except as indicated above, the writing in a book of *exalted deeds* can't be distinguished from any other magical book, libram, tome, etc. It must be perused. (This applies also to all other works of magical writing detailed below.) Once perused, the book vanishes, never to be seen again, nor can the same character ever benefit from perusing a similar tome a second time.

Book of Infinite Spells: This magical work bestows upon any character of any class the ability to use the spells within its pages. However, upon first reading the work, any character not already able to use spells suffers 5d4 points of psychic damage and is stunned for 1d3 hours. Thereafter, he can examine the writing without further harm. The book of *infinite spells* contains d8+22 pages. The nature of each page is determined by random die roll. Make a percentile roll and consult the following table:

D% Roll	Page Contents
01-30	Blank page
31-60	Cleric spell
61-00	Magic-user spell

If a spell is written on a page, determine the spell level by rolling 1d8. Once the spell level is known, the DM can select particular spells or determine them randomly. Record page contents secretly, and do not reveal this information to the holder of the book.

Once a page is turned it can never be flipped back - paging through a book of *infinite spells* is a one-way trip. When the last page is turned, the book vanishes. The owner of the book can cast the spell to which the book is opened, once per day only. (If the spell is one that the character would normally be able to cast by reason of class and level, however, the spell can be cast up to four times per day due to the book's magical powers.)

The owner of the book need not have the book on his person in order to use its power. The book can be stored in a place of safety while the owner is adventuring and still allow its owner to cast spells by means of its power.

Each time a spell is cast there is a chance that the energy connected with its use will cause the page to magically turn (despite all precautions). The owner will know this and possibly even benefit from the turning by gaining access to a new spell. The chance of a page turning is as follows:

Casting a spell normally accessible to the caster:	10%
Casting a spell normally inaccessible to the caster:	20%
Nonspellcaster using cleric spell:	25%
Nonspellcaster using magic-user spell:	30%

Treat each spell use as if a scroll were being employed, including the chance for spell failure.

Book of Vile Darkness: This is a work of ineffable evil - meat and drink to clerics of that alignment. To fully consume the contents requires one week of study, but once this has been accomplished, the evil cleric gains one point of Wisdom and enough experience points to place him halfway into the next level of experience.

Clerics neither good nor evil who read the book either lose 30,000-120,000 experience points (to a minimum of 0 XP) or become evil without benefit from the book; the cleric must choose which consequence he suffers.

Good clerics perusing the pages of the unspeakable book of vile darkness will have to make a DC 16 Charisma Saving Throw or die; and if they do not die they must successfully make a DC 16 Wisdom Saving Throw or become permanently insane. In the latter event, even if the save is successful, the cleric loses 250,000 experience points, less 10,000 for each point of Wisdom he has (to a minimum of 0 XP).

Other characters of good alignment suffer 5d6 points of psychic damage from handling the tome, and if they look inside, there is an 80% chance a night hag will attack the character that night.

Nonevil neutral characters suffer 5d4 points of psychic damage from handling the book, and reading its pages causes them make a DC 16 Charisma Saving Throw or become evil, immediately seeking out an evil cleric to confirm their new alignment through Atonement.

Boots of Dancing: These magical boots expand or contract to fit any foot size, from halfling to giant (just as other magical boots do). They radiate a dim magic if detection is used. They are indistinguishable from other magical boots, and until actual melee combat is engaged in they function like one of the other types of useful boots below - DM's choice.

When the wearer is in (or fleeing from) melee combat, the boots of dancing impede movement, begin to tap and shuffle, heel and toe, or shuffle off to Buffalo, making the wearer behave as if Otto's Irresistible Dance spell (PHB 143) had been cast upon him. Only an Exorcise, Remove Curse, or Break Enchantment spell will enable the boots to be removed once their true nature is revealed.

Boots of Elvenkind: These soft boots enable the wearer to move without sound of footfall in virtually any surroundings. Thus, the wearer can walk across a patch of dry leaves or over a creaky wooden floor and make only a whisper of noise - gaining a +10 bonus to all Stealth checks made to move silently.

Boots of Levitation: As with other magical boots, these soft boots expand or contract to fit giant to halfling-sized feet. Boots of levitation enable the wearer to ascend or descend vertically, at will as per the Levitate spell (PHB 133).

The amount of weight the boots can levitate is randomly determined in 20-pound increments by rolling 2d8 and adding the result to a base of 260 pounds (i.e., a given pair of boots can levitate from 300 to 580 pounds of weight). Thus, an ogre could wear such boots, but its weight would be too great to levitate.

Boots of the North: This footgear bestows many powers upon the wearer. First, he is able to travel across snow at normal rate of movement, leaving no tracks. The boots also enable the wearer to travel at half normal Movement Rate across the most slippery ice (horizontal surfaces only, not vertical or sharply slanted ones) without falling or slipping.

Boots of the north warm the wearer, so that even in a temperature as low as -50 degrees F., he is comfortable with only scant clothing - a loin of cloth and cloak, for instance. If the wearer of the boots is fully dressed in cold-weather clothing, he can withstand temperatures as low as -100 degrees F.

Boots of Speed: These boots enable the wearer to quintuple his Movement Rate when taking the Run action (PHB 65). As such, a character with a Movement Rate of 60' could run at a rate of 300' per round when wearing boots of speed. Boots of speed give a +1 bonus to Armor Class in combat situations in which free movement is possible.

Additionally, the distance walked each hour (PHB 58) is 50% greater than usual when wearing boots of speed.

Boots of Striding and Springing: The wearer of these magical boots has a base Movement Rate of 75', regardless of size or weight. This speed can be maintained tirelessly for up to 12 hours per day.

In addition to the striding ability, these boots allow the wearer to make great leaps. When making Athletics checks to jump (PHB 39) the wearer may make long jump with distances equal to half the wearer's Movement Rate and high jump with distances equal to the wearer's Movement Rate divided by five.

Boots of Varied Tracks: The wearer of these ordinary-looking boots is able, on command, to alter the tracks he leaves. The footprints of the wearer can be made as small as those of a halfling or as large as those of an ogre, bare or shod as desired. In addition, each pair of these boots has four additional track-making capabilities. Roll 1d6 four times to determine the subtable used, followed by 1d8 four times:

Subtable A (1-3)

D8 Roll	Track Print Left
1	Basilisk
2	Bear
3	Boar
4	Bull
5	Camel
6	Dog
7	Giant, hill
8	Goat

Subtable B (4-6)

D8 Roll	Track Print Left
1	Horse
2	Lion (or giant lynx)
3	Mule
4	Rabbit
5	Stag
6	Tiger (or leopard)
7	Wolf
8	Wyvern

Boots, Winged: These boots appear to be ordinary footgear. If magic is detected for, they radiate a faint aura of both enchantment and alteration. When they are on the possessor's feet and he or she concentrates on the desire to fly, the boots sprout wings at the heel and empower the wearer to fly with as much effort as it takes to walk.

The wearer can use the boots for up to two hours per day, all at once or in several shorter flights. If the wearer tries to use them for a longer duration, the power of the boots fades rapidly, but it doesn't abruptly disappear - the wearer slowly descends to the ground.

Some winged boots are better than others. To determine the quality of a given pair, roll 1d4 and consult the table below:

D4 Roll	Flying Speed	Maneuverability Class
1	75 feet	A
2	90 feet	B
3	105 feet	C
4	120 feet	D

Bowl of Commanding Water Elementals: This large container is usually fashioned from blue or green semi-precious stone (malachite or lapis lazuli, for example, or sometimes jade). It is about one foot in diameter, half that deep, and relatively fragile. When the bowl is filled with fresh or salt water, and certain words are spoken, a water elemental of 12 Hit Dice will appear. The summoning words require one action to speak and the elemental serves for 2 minutes (12 rounds) before returning to

its home plane.

Note that if salt water is used, the elemental will be stronger (+2 per Hit Die, maximum 8 hp per die, however). Information about water elementals can be found in the *Monstrous Manual*. (See also *bowl of watery death* below.)

Bowl of Watery Death: This device looks exactly like a *bowl commanding water elementals*, right down to the color, design, magical radiation, etc. However, when it is filled with water, the magic-user must successfully make a DC 15 Wisdom Saving Throw or be shrunk to the size of a small ant and plunged into the center of the bowl. If salt water is poured into the bowl, the Saving Throw suffers a -2 penalty.

The victim must make an Athletics skill check to remain afloat each round he remains in the bowl. The first round the DC of this check is 10. Each round thereafter increases the save DC by 2. The victim sinks on a failed Saving Throw, and will drown soon after (see *Suffocating*, PHB 60). If the victim drowns, death is permanent, no resurrection is possible, and even a *Wish* or *Miracle* will not work.

The victim cannot be physically removed from the *bowl of watery death* except by magical means. Only spells or items that cause the target to grow in size, such as *Enlarge Person*, *Polymorph*, *Miracle*, or *Wish* are the only spells that will free the victim and restore normal size; a *potion of growth* poured into the water will have the same effect; a *sweet water* potion will grant the victim another Saving Throw (i.e., a chance that the curse magic of the bowl works only briefly).

Bracers of Archery: These magical wrist bands are indistinguishable from normal, non-magical protective wear. When worn by a character type or creature able to employ a bow, they enable the wearer to excel at archery.

The bracers empower such a wearer to use any bow (not including crossbows) as if he were proficient in its usage, if such is not already the case. If the wearer of the bracers has proficiency with any type of bow, he gains a +1 bonus to attack and damage rolls whenever that type of bow is used. These bonuses are cumulative with any others, including those already bestowed by a magical bow or magical arrows.

Bracers of Brachiation: These wrist bands appear to be of the ordinary sort, but they enable the wearer to move by swinging from one tree limb, vine, etc., to another to get from place to place.

This power can be employed only in locales where these sorts of hand-holds can be found. The Movement Rate while brachiating is equal to the character's walking Movement Rate. The wearer is also able to climb trees, vines, poles, ropes, etc., at his normal Movement Rate.

The wearer can also jump as if wearing *boots of striding and springing*, but the jump must culminate in the grasping of a rope or vine, movement through the upper portion of trees, the climbing of a tree or pole, or some other activity associated with brachiation.

Bracers of Defense: These items appear to be wrist or arm guards. Their magic bestows an effective Armor Class equal to someone wearing armor and employing a shield. If armor (including a shield) is actually worn, the bracers have no additional effect, but they do work in conjunction with other magical items of protection. The Armor Class the bracers of defense bestow is determined by making a percentile roll and consulting the table below:

D% Roll	Armor Class
01-05	12
06-15	13
16-35	14
36-50	15
51-70	16
71-85	17
86-00	18

Bracers of Defenselessness: These appear to be *bracers of defense* and will actually serve as such until the wearer is attacked in anger by an enemy. At that moment, the bracers worsen Armor Class to 10 and negate any and all other magical protections and Dexterity bonuses. *Bracers of defenselessness* can be removed only by means of an *Exorcise*, *Remove Curse*, or *Break Enchantment* spell.

Brazier of Commanding Fire Elementals: This device appears to be a normal container for holding burning coals unless magic is detected for. It enables a magic-user to summon an elemental of 12-Hit-Dice

strength from the Elemental Plane of Fire.

A fire must be lit in the brazier and a command word is uttered - one action is required to do so. If sulphur is added, the elemental will gain +1 on each Hit Die (maximum 8 hp per die). The elemental will appear on the following round, on the summoner's turn. See the *Monstrous Manual* for other details on fire elementals. The elemental serves for 2 minutes (12 rounds) before returning to its home plane. One elemental can be summoned per day.

Brazier of Sleep Smoke: This device is exactly like the *brazier commanding fire elementals*. However, when a fire is started within it, the burning causes a great cloud of magical smoke to pour forth in a 10 foot radius sphere from the brazier. All creatures within the cloud must make a successful DC 15 Wisdom Saving Throw or fall into a deep sleep.

At the same moment, a fire elemental of 12 Hit Dice appears and attacks the nearest creature. Sleeping creatures can be awakened only by means of a *Dispel Magic*, *Remove Curse*, or *Break Enchantment* spell.

Brooch of Shielding: This appears to be a piece of silver or gold jewelry (10% chance that there are jewels set in it). It is used to fasten a cloak or cape. In addition to this mundane task, it can absorb Magic Missiles of the sort generated by spell, wand, or other magical device. A brooch can absorb up to 101 points of Magic Missile damage before it melts and becomes useless. Its use can be determined only by means of a *Detect Magic* spell and then experimentation.

Broom of Animated Attack: This is indistinguishable from a normal broom, except by means of detection of its magic. It is identical to a *broom of flying* by all tests short of attempted use. Using it reveals that a *broom of animated attack* is a very nasty item:

If a command word ("fly," "soar," etc.) is spoken, the broom will do a loop-the-loop with its hopeful rider, dumping him on his head from 1d4 x 5 feet off the ground unless he makes a DC 13 Athletics skill check. Should the rider fall from the broom it will then attack the stunned victim, swatting the face with the straw/twig end to blind and beating with the handle end.

The broom gets two attacks per round. It attacks as if it were a 4 Hit Dice monster. The straw end causes blindness for one round if it hits. The other end causes 1d6 points of bludgeoning damage when it hits. The broom is Armor Class 13 and takes 18 Hit Points to destroy.

Broom of Flying: This magical broom is able to fly through the air at up to a 150 foot Movement Rate (Maneuverability Class C). The broom can carry 175 pounds at this rate. Every 25 lbs. of additional weight lowers its Movement Rate by 25 feet.

A command word (determined by the DM) must be used. The broom will travel alone to any destination named. It will come to its owner from as far away as 1,000 feet when he speaks the command word.

Bucknard's Everfall Purse: This item appears to be a leather pouch or small bag. Each morning it duplicates certain coins - and possibly gems as well. When found, the purse will be full of coins. If totally emptied, and left so for more than a few minutes, the magic of the purse is lost, but if one of any coin is placed within the bag, many coins of the same type will be found inside the next morning. The types of coins found is determined by consulting the table below.

Once the type of bag is determined by roll, its abilities will not change.

D% Roll	CP	SP	EP	GP	PP	Gems*
01-50	—	26	26	26	—	—
51-90	26	—	26	—	26	—
91-00	26	—	26	—	—	26

* Base 10 gp gems that can increase to a maximum of 100 gp only.

Candle of Invocation: These specially blessed tapers are dedicated to the pantheon of gods of one of the nine alignments. The typical candle is not remarkable, but if a *Detect Magic* spell is cast, it will radiate magic. It also radiates good or evil, if appropriate.

Simply burning the candle generates a favorable aura for the individual so doing - if the candle's alignment matches that of the character's. If burned by a cleric of the same alignment, the candle temporarily increases the cleric's level of experience by 2 while it burns.

Any burning also allows the casting of a Gate spell, the respondent being of the alignment of the candle, but the taper is immediately consumed in the process.

Otherwise, each candle burns for four hours. It is possible to place the candle in a lantern or otherwise shelter it to protect from drafts and other things which could put it out. This doesn't affect its magical properties.

Carpet of Flying: The size, carrying capacity, and speed of a carpet are determined by rolling percentile dice and consulting the table below. Each carpet has its own command word (if you use the optional command word rules) to activate it - if the device is within voice range, the command word will activate it. The carpet is then controlled by spoken directions.

These rugs are of oriental make and design. Each is beautiful and durable. Note, however, that tears or other rents cannot be repaired without special weaving techniques generally known only in distant, exotic lands.

D% Roll	Size	Capacity	Movement Rate
01-20	3' x 5'	1 person	210 feet (Class C)
21-55	4' x 6'	2 people	180 feet (Class C)
56-80	5' x 7'	3 people	150 feet (Class C)
81-00	6' x 9'	4 people	120 feet (Class C)

Censer of Controlling Air Elementals: This 6-inch wide, 1-inch high perforated golden vessel resembles thuribles found in places of worship. If filled with incense and lit, which requires an action to perform, a command word need only be spoken to summon forth a 12 Hit Dice air elemental. If *incense of meditation* is burned within the censer, the air elemental will have a +3 bonus to each of its Hit Dice (maximum 8 hp per die). The elemental will appear on the following round, on the summoner's turn. The elemental serves for 2 minutes (12 rounds) before returning to its home plane. One elemental can be summoned per day.

If the censer is extinguished, the elemental will remain and turn on the summoner (see elemental in the Monstrous Manual).

Censer of Summoning Hostile Air Elementals: This thurible is indistinguishable from other magical and ordinary censers. It is cursed: any incense burned within it causes 1d4 enraged air elementals to appear, one per round. These attack any and all creatures within sight. The censer cannot be extinguished, and it will burn until either the summoner or the elementals have been killed.

Chime of Hunger: This device looks exactly like a *chime of opening*. In fact, it will operate as a *chime of opening* for 1d4 uses before its curse is put into operation.

When the curse takes effect striking the chime causes all creatures within 60 feet to be immediately struck with ravenous hunger unless a DC 14 Charisma Saving Throw is made. Characters will tear into their rations, ignoring everything else, even dropping everything they are holding in order to eat. Creatures without food immediately available will rush to where the *chime of hunger* sounded and attack any creatures there in order to kill and eat them.

All creatures must eat for at least one round. After that, they are entitled to a Saving Throw on each successive round until they succeed. At that point, hunger is satisfied.

Chime of Interruption: This magical instrument can be struck once per 10 minutes. Its resonant tone lasts for three full rounds. While the chime is resonating, no spell requiring a verbal component can be cast within a 30 foot radius of it unless the caster is able to make DC 15 Concentration Check.

After its effects fade, the chime must be rested for at least 10 minutes. If it is struck again before this time elapses, no sound issues forth.

Chime of Opening: A *chime of opening* is a hollow mithral tube about 1 foot long. When it is struck, it sends forth magical vibrations that cause locks, lids, doors, valves, and portals to open. The device functions against normal bars, shackles, chains, bolts, etc. The *chime of opening* also destroys the magic of a Hold Portal spell or even a Wizard Lock cast by a magic-user of less than 15th level.

The chime must be pointed at the area of the item or gate which is to be loosed or opened. It is then struck, a clear chiming ring sounds

(which may attract monsters), and in one round the target lock is unlocked, the shackle is loosed, the secret door is opened, or the lid of the chest is lifted. If a chest is chained, padlocked, locked, and Wizard Locked, it will take four soundings of the chime of opening to get it open. A Silence 15' Radius spell negates the power of the device.

The chime has 1d8 x 10 charges before it cracks and becomes useless.

Cloak of Arachnida: This black garment gives the wearer the ability to climb as if a Spider Climb (PHB 163) spell had been placed upon him. When magic is detected for, the cloak radiates a strong aura of alteration magic.

In addition to the wall-climbing ability, the cloak grants the wearer immunity to entrapment by webs of any sort - the wearer can move in webs at half his normal Movement Rate.

Once per day the wearer of this cloak can cast a Web spell (PHB 175) with a 30' radius and height.

Finally, the wearer gains a +2 bonus to all Constitution Saving Throws to resist poison.

Cloak of the Bat: Fashioned of dark brown or black cloth, a cloak of this type is not readily noticeable as unusual. It radiates both enchantment and alteration in equal proportions. The cloak bestows a +10 bonus to Stealth checks when the wearer is stationary and attempting to hide within a shadowy or dark place.

By holding the edges of the garment, the wearer is able to fly at a 75' Movement Rate (Maneuver Class: B). If he desires, the wearer can actually transform himself into an ordinary bat - all possessions worn or carried will be part of the transformation - and fly accordingly.

Flying, either with the cloak or as an ordinary bat, can be accomplished only in darkness (either under the night sky or in a lightless or near-lightless environment underground). Either of the flying powers is usable for up to two hours per day.

The cloak also provides a +1 bonus to Armor Class. This benefit extends to the wearer even when he is in bat form.

Cloak of Displacement: This item appears to be a normal cloak, but when it is worn by a character its magical properties distort and warp light waves as per the Blur spell (PHB 94).

Note that 75% of all *cloaks of displacement* are sized for Medium-sized characters and 25% are sized for Small-sized character.

Cloak of Elvenkind: This cloak of neutral gray cloth is indistinguishable from an ordinary cloak of the same color. However, when it is worn, with the hood drawn up around the head, it enables the wearer to be nearly invisible - the cloak has chameleon-like powers.

In natural surroundings, the wearer of the cloak gains a +10 to Stealth checks made to hide. Indoors, the wearer gains a +5 bonus to Stealth checks made to hide.

Fully 90% of these cloaks are sized for Medium-sized persons. The other 10% are sized for smaller persons.

Cloak of the Manta Ray: This cloak appears to be made of leather until the wearer enters salt water. At that time the *cloak of the manta ray* adheres to the individual, and he appears nearly identical to a manta-ray - a DC 15 Perception or Nature check will reveal that the wearer isn't a manta ray.

The wearer can breathe underwater and has a swimming Movement Rate of 90 feet, like a manta ray (see the Monstrous Manual). The wearer also has an Armor Class of at least 14, that of a manta ray. Other magical protections or magical armor can improve that armor value.

Although the cloak does not enable the wearer to bite opponents as a manta ray does, the garment has a tail spine which can be used to strike at opponents behind him. The spine inflicts 1d6 points of piercing damage. This attack can be used in addition to other sorts, for the wearer can release his arms from the cloak without sacrificing underwater movement if so desired.

Cloak of Poisonousness: This particular cloak is usually made of a wool-like material, although it can be made of leather. It radiates magic. The cloak can be handled without harm, but as soon as it is actually donned, the wearer is stricken stone dead unless he makes a DC 15 Constitution Saving Throw.

A *cloak of poisonousness* can be removed only with an Exorcise, Remove Curse, or Break Enchantment spell - this destroys the magical properties of the cloak. If a Neutralize Poison spell is then used, it may be possible to revive the victim with a Raise Dead or Resurrection spell.

Cloak of Protection: The various forms of this marvelous device all appear to be normal garments made of cloth or leather. However, each plus of a *cloak of protection* betters Armor Class by one and adds one to Saving Throw die rolls. Thus, a *cloak* +1 would raise Armor Class 10 to Armor Class 11 and give a +1 bonus to Saving Throw rolls. To determine how powerful a given cloak is, roll percentile dice and consult the table below:

D% Roll	Protection
01-35	+1
36-65	+2
66-85	+3
86-95	+4
96-00	+5

This device can be combined with other items or worn with light armor. It does not improve the wearer's Armor Class when used in conjunction with any sort of magical armor, with medium or heavy armor, or with a shield of any sort, although it does add to Saving Throw die rolls.

Multiple items or spells of protection (such as Protection from Evil) operating on the same person, or in the same area, do not combine protection. Only one such item or spell - the strongest - functions, so a pair of *rings of protections* +2 provides only +2 protection.

Crystal Ball: This is the most common form of scrying device: a crystal sphere about 6 inches in diameter. A magic-user can use the device to see over virtually any distance or into other planes of existence as per the Scrying spell (PHB 156).

Certain *crystal balls* have additional powers. These spell functions operate at 10th level. To determine whether a *crystal ball* has extra powers, roll percentile dice and consult the table below:

D% Roll	Type of Crystal Ball
01-50	<i>Crystal ball</i>
51-75	<i>Crystal ball with Clairaudience</i>
76-90	<i>Crystal ball with ESP</i>
91-00	<i>Crystal ball with Telepathy</i>

A Dispel Magic will cause a *crystal ball* to cease functioning for one day. The various protections against *crystal ball* viewing will simply leave the device hazy and nonfunctioning.

You may allow other scrying devices for clerics and druids - water basins and mirrors are suggested. Have them function as normal *crystal balls*.

Crystal Hypnosis Ball: This cursed item is indistinguishable from a normal *crystal ball*, and it radiates magic, but not evil, if detected for. Any cleric, druid, or magic-user attempting to use it will become hypnotized, and a telepathic Suggestion will be implanted in his mind unless he succeeds at a DC 15 Charisma Saving Throw.

The user of the device will believe that the desired object was viewed, but actually he came partially under the influence of a powerful magic-user, lich, or even some power/being from another plane. Each further use brings the *crystal ball* gazer more under the influence of the creature, either as a servant or tool. The DM decides whether to make this a gradual or sudden affair according to the surroundings and circumstances peculiar to the finding of the *crystal hypnosis ball* and the character(s) locating it.

Cube of Force: This device can be made of ivory, bone, or any hard mineral. It is about the size of a large die - perhaps 3/4 of an inch across - and enables its possessor to put up a cubic barrier, 10 feet per side, around his person.

The holder presses one face of the cube to activate or deactivate the cube-shaped field. Depending on which side of the cube is activated by the user, the cube of force is impervious one of the following attack forms:

Cube Face	Cost	Effect
1	1/minute	Keeps out gases, wind, etc.
2	2/minute	Keeps out nonliving matter
3	3/minute	Keeps out living matter
4	4/minute	Keeps out magic
5	6/minute	Keeps out all things
6	0	Deactivates

When the force screen is up, the following attacks cost extra charges from the cube in order to maintain the integrity of the screen. Note that these spells cannot be cast either into or out of the cube:

Attack Form	Extra Charges
Catapult-like missiles	1
Delayed Blast Fireball	3
Disintegrate	6
Fire Storm	3
Fireball	3
Flame Strike	3
<i>Horn of blasting</i>	6
Intense natural heat or cold	2
Lightning Bolt	4
Meteor Swarm	8
Passwall	3
Phase Door	5
Prismatic Spray	7
Wall of Fire	2

The cube has 36 charges, and this energy is restored each day.

Cube of Frost Resistance: When the cube is activated it encloses an area 10 feet per side, resembling a *cube of force*. The temperature within this area is always 65 degrees F. The field will absorb all cold-based attacks (i.e. Cone of Cold, Ice Storm, and even white dragon's breath). However, if the field is subjected to more than 50 points of cold damage in any minute (6 rounds), it collapses and cannot be renewed for one hour. If it receives over 100 points of damage in one minute, the cube is destroyed.

Cold below 0 degrees F. effectively inflicts 1 point of cold damage on the cube every minute. Cold below -50° F inflicts 5 points of cold damage every minute for every 50° below 0 (5 points at -50°, 10 points at -100°, 15 points at -150°, and so on).

Cubic Gate: Another small cubic device, this item is fashioned from carnelian. The six sides of the cube are each keyed to a plane, one of which will always be the Prime Material. The other five sides/planes can be determined by the DM in any manner he chooses.

If a side of the *cubic gate* is pressed once, it opens a nexus to the appropriate plane. There is a 10% chance per use that something will come through it looking for food, fun, or trouble.

If a side is pressed twice, the creature so doing, along with all creatures in a 5-foot radius will be drawn through the nexus to the other plane. It is impossible to open more than one nexus at a time.

Daern's Instant Fortress: This metal cube is small, but when activated it grows to form a tower 20 feet square and 30 feet high, with arrow slits on all sides and a machicolated battlement atop it. The metal walls extend 10 feet into the ground. The fortress has a small door which will open only at the command of the owner of the fortress - even Knock spells can't open the door.

The adamantite walls of *Daern's instant fortress* are unaffected by normal weapons other than siege weapons or giant-hurled boulders. The tower can absorb 200 points of damage before collapsing. Damage sustained is cumulative, and the fortress cannot be repaired (although a Wish or Miracle will restore up to 50 points of damage).

The fortress springs up in just one round, with the door facing the device's owner. The door will open and close instantly at his command. People and creatures (except the owner) must be careful not to be caught by the fortress's sudden growth. Anyone so caught sustains 10d10 points of bludgeoning damage.

Decanter of Endless Water: This stoppered flask looks ordinary but radiates an aura of magic. If the stopper is removed, and the proper words spoken, a stream of fresh or salt water pours out, as ordered. There are separate command words for the amount as well as the type of water. Water can be made to come forth as follows:

Stream: Pours out 1 gallon per round
Fountain: 5-foot long stream at 5 gallons per round
Geyser: 20-foot long stream at 30 gallons per round

The geyser causes considerable back pressure, and the holder must be well braced or be knocked over (DC 13 Athletics skill check). The force of the geyser will kill small animals and insects (mice, moles, small bats, etc.). The command word must be given to cease.

Deck of Illusions: This set of parchment cards is usually found in an ivory, leather, or wood box. A full deck consists of 34 cards of 4 suits. When a card is drawn at random and thrown to the ground, an illusion with audible and visual components is formed. This lasts until dispelled.

The illusionary creature will not go more than 30 feet away from where the card landed but will otherwise move and act as if it were real. When the illusion is dispelled, the card becomes blank and cannot be used again. If the card is picked up, the illusion is automatically and instantly dispelled.

The cards in a deck and the *illusions* they bring forth are as follows:

Hearts	Diamonds
A: Red dragon	A: Beholder
K: Fighter & 4 guards	K: Magic-user & apprentice
Q: Female magic-user	Q: Night hag
J: Druid	J: Harpy
10: Cloud giant	10: Fire giant
9: Ettin	9: Ogre mage
8: Bugbear	8: Gnoll
2: Goblin	2: Kobold
Spades	Clubs
A: Lich	A: Iron golem
K: Cleric & 2 acolytes	K: Thief & 3 cohorts
Q: Medusa	Q: Pixies
J: Paladin	J: Bard
10: Frost giant	10: Hill giant
9: Troll	9: Ogre
8: Hobgoblin	8: Orc
2: Goblin	2: Kobold

Jokers (2): Illusion of the deck's owner

The cards in a particular deck may differ from these, and a deck may be discovered with some of its cards missing. The *illusions* perform normal routines and respond to attacks - they should be played as if they were real creatures.

Deck of Many Things: A *deck of many things* (beneficial and baneful) is usually found in a box or leather pouch. Each deck contains a number of cards, or plaques, made of ivory or vellum. Each is engraved with glyphs, characters, and magical sigils. As soon as one of these cards is drawn from the pack, its magic is bestowed upon the person who drew it, for better or worse.

The character with a *deck of many things* can announce that he is drawing only one card, or he can draw two, three, four, or more. However, the number must be announced prior to drawing the first card. If a jester is drawn, the possessor of the deck may elect to draw two additional cards.

Each time a card is taken from the deck it is replaced (making it possible to draw the same card twice) unless the draw is a jester or fool, in which case the card is discarded from the pack. A *deck of many things* contains either 13 cards (75% chance) or 22 cards (25%).

Additional cards in a 22-card deck are indicated below by an asterisk after their names. To simulate the magical cards, you may want to use the normal playing card in the suits indicated in the second column. (The notation is face value, then suit).

Plaque	Card/Effect
Balance*	2 of Spades Change alignment instantly. Discard other cards.
Comet*	2 of Diamonds Defeat the next monster you meet to gain 1 level
Donjon*	Ace of Spades You are imprisoned (see below).
Euryale	Queen of Spades -3 penalty to all STR Saves versus petrification.
Fates*	Ace of Hearts Avoid any situation you choose . . . once.
Flames	Queen of Clubs Enmity between you and an outer planar creature.
Fool*	Joker with Trademark Lose 10,000 experience points and draw again.
Gem*	2 of Hearts Gain choice of 20 pieces of jewelry or 50 gems.
Idiot*	Ace of Clubs Lose 1d4 points of Intelligence; you may draw again.

Jester	Joker Gain 10,000 XP or two more draws from the deck
Key	Queen of Hearts Gain a treasure map plus one magic weapon.
Knight	Jack of Hearts Gain the service of a 4th-level fighter.
Moon	Queen of Diamonds You are granted 1d4 Wishes.
Rogue	Jack of Spades One of your henchmen turns against you.
Ruin	King of Spades Immediately lose all wealth and real property.
Skull	Jack of Clubs Defeat Death or be forever destroyed.
Star	Jack of Diamonds Immediately gain 2 points to any ability score.
Sun	King of Diamonds Gain beneficial misc. magical item and 50,000 XP
Talons*	2 of Clubs All magical items you possess disappear.
The Void	King of Clubs Body functions, but soul is trapped elsewhere.
Throne	King of Hearts Gain Charisma of 18 plus a small keep.
Vizier*	Ace of Diamonds Know the answer to your next dilemma.

Upon drawing the last card possible, or immediately upon drawing the cards in **bold face** (The Void and Donjon), the deck disappears. The cards are explained in greater detail below:

Balance: As in "weighed in the balance and found wanting," the character must change to a radically different alignment. Failure to act according to the new alignment may bring penalties (as described on page 13). Discard other drawn cards.

Comet: The player must single-handedly defeat the next hostile monster(s) encountered or the benefit is lost. If successful, the character moves to the mid-point of the next experience level.

Donjon: This signifies imprisonment - either by spell or by some creature/being, at the DM's option. All gear and spells are stripped from the victim in any case. Whether these items are recoverable is, likewise, up to the DM. Draw no more cards. The deck disappears once this card is drawn.

Euryale: The medusa-like visage of this card brings a curse only the Fates card or godlike beings can remove. The -3 penalty to all Saving Throws versus petrification is otherwise permanent.

Fates: This card enables the character to avoid even an instantaneous occurrence if so desired, for the fabric of reality is unraveled and re-spun. Note that it does not enable something to happen - it can only stop something from happening. The reversal is only for the character who drew the card, and other party members may have to endure the confrontation.

Flames: Hot anger, jealousy, and envy are but a few of the possible motivational forces for the enmity. The enmity of the outer planar creature can't be ended until one of the parties has been slain.

Fool: The payment and draw are mandatory! Discard this card from the deck once it is drawn.

Gem: This indicates wealth. The jewelry will all be gold set with gems (2,000-8,000 gp base), the gems all of 1,000 gp base value. With this wealth should come experience points equal in value, but never more than needed to increase one level of experience.

Idiot: This card causes the loss of 1d4 points of Intelligence immediately. The additional draw is optional.

Jester: This card makes a pack more beneficial if the experience point award is taken. It is always discarded when drawn, unlike all others except the Fool.

Key: DM must prepare a treasure map. The weapon must be one usable by the character, so use the Magical Weapons Table until a useful item is awarded.

Knight: The fighter will join as the character's henchman and loyally serve until death. He has +1 per die (18 maximum) on each ability roll.

Moon: This is best represented by a moonstone gem with the appropriate number of Wishes shown as gleams therein. These Wishes are the same as the 9th level magic-user spell and must be used within an hour.

Rogue: When this card is drawn, one of the character's henchmen will be totally alienated and forever-after hostile. If the character has no henchmen, the enmity of some powerful personage - community or religious - can be substituted. The hatred will be secret until the time is ripe for devastating effect.

Ruin: As implied, when this card is drawn every bit of money (including all gems, jewelry, treasure, and art objects) is lost. All land and buildings currently owned are lost forever as well.

Skull: A minor Death appears (AC 24; 33 Hit Points; strikes with a scythe for 2d8 slashing points, never missing, always striking first in a round). The character must fight it alone - if others help, they get minor Deaths to fight as well. If the character is slain, he is slain forever. Treat the Death as undead with respect to spells. Cold, fire, and electrical energy do not harm it.

Star: If the two points would place the character's score at 19 or higher, use one or both in any of the other abilities in this order: Constitution, Charisma, Wisdom, Dexterity, Intelligence, Strength.

Sun: Roll for a miscellaneous magical item (page 122-124) until a useful item is indicated.

Talons: When this card is drawn, every magical item owned or possessed by the character is instantly and irrevocably gone.

The Void: This black card spells instant disaster. The character's body continues to function, though he is devoid of emotion, as his psyche is trapped in a prison somewhere - in an object on a far planet or plane, possibly in the possession of an outer planar creature. A Wish or Miracle will not bring the character back, but the plane of entrapment might be revealed. Draw no more cards. The deck disappears once this card is drawn.

Throne: If Charisma is 18 already, the individual still gains a +2 bonus to all Persuasion skill checks. He becomes a real leader in people's eyes. The castle gained will be near a stronghold already possessed (if any).

Vizier: This card empowers the character drawing it with the ability to call upon supernatural wisdom to solve any single problem or answer fully any question whenever he so requests. Whether the information gained can be successfully acted upon is another question entirely.

Drums of Deafening: This item is actually a pair of kettle drums about 1½ feet in diameter. These radiate magic, if so detected, but are otherwise unremarkable. If either is struck nothing happens, but if both are sounded together all creatures within 60 feet are permanently deafened unless they make a DC 15 Constitution Saving Throw and will remain so until a Heal, Regenerate, or Cure Deafness spell is used to restore shattered eardrums. Furthermore, those within 10 feet of the drums will be stunned by the noise for 2d4 rounds if they fail their Saving Throw.

Drums of Panic: These kettle drums, hemispheres about 1½ feet in diameter, come in pairs and are unremarkable in appearance. If both of the pair are sounded, all creatures within 120 feet (with the exception of those within a "safe zone" of 20 feet radius from the drums) must roll a successful DC 15 Charisma Saving Throw or flee in fear and move directly away from the sound for 1 minute.

Each minute thereafter, panicked creatures may attempt the Charisma Saving Throw again. Each failure brings another minute of movement away from the *drums of panic*. Movement is at the fastest possible speed while fleeing in panic.

Dust of Appearance: This fine powder appears like any other dust unless a careful examination is conducted. This will reveal it to be a very fine, very light, metallic dust. A single handful of this substance flung into the air will coat all objects, making them visible even if they are invisible, out of phase, astral, or ethereal. Note that the dust will also reveal Mirror Images and Projected Images for what they are, and it likewise negates

the effects of *cloaks of displacement* or *elvenkind* and *robes of blending*. The dust's effect lasts for 1d3 hours.

Dust of appearance is typically stored in small silk packets or hollow bone blow tubes. A packet can be shaken out to cover an area with a radius of 10 feet from the user. A tube can be blown in a 20' cone. As few as 5 or as many as 50 containers may be found in one place.

Dust of Disappearance: This dust looks just like *dust of appearance*, and it is typically stored in the same manner and quantity. All things touched by it reflect and bend light of all sorts, becoming invisible. Normal sight can't see dusted creatures or objects, nor can they be detected by any normal detection or even magical means. Even Detect Invisibility spells don't work. *Dust of appearance*, however, does reveal people and objects made invisible by *dust of disappearance*.

Invisibility bestowed by the dust lasts for 1d2 hours. Attack while thus invisible is possible. Unlike the Invisibility spell, *dust of disappearance* remains effective even after an attack is made.

Dust of Dryness: This special dust has many uses. If a pinch is cast into a cubic yard of water, the liquid is instantly transformed to nothingness, and the dust pinch becomes a marble-sized pellet, floating or resting where it was cast. If this pellet is hurled down, it breaks and releases the same volume of water. When the dust is sprinkled over an area (such as with a wave of the arm), it dries up as much as 15 cubic feet of water. The dust affects only water (whether fresh, salt, brackish, or alkaline), not other liquids.

If the dust is employed against a water elemental or similar creature, the creature must make a DC 15 Dexterity Saving Throw or be destroyed. A successful save still inflicts 5d6 points of damage upon the water-creature.

A pouch of this dust contains 1d6+4 pinches.

Dust of Illusion: This unremarkable powder resembles chalk dust or powdered graphite - unless it is stared at. Stare at it and the dust changes color and form. Put a pinch of *dust of illusion* on a creature and the creature appears to become any other creature of similar shape, with a size category up to 1 size larger or smaller. Thus, a halfling could appear as a human, a human as an ogre, a pegasus as a mule, etc. An unwilling recipient is allowed a DC 15 Dexterity Saving Throw to escape the effect.

The individual who sprinkles the magical dust must envision the illusion desired as the powder is shaken over the subject creature. The illusionary power lasts for 1d6+6 hours unless otherwise dispelled.

A typical pouch of this dust contains 1d10+10 pinches of the substance.

Dust of Sneezing and Choking: This fine dust appears to be either *dust of appearance* or *dust of disappearance*. If spread, however, it causes those within a 20 foot radius sphere to fall into fits of sneezing and coughing. Those failing a DC 15 Constitution Saving Throw die immediately from the poisonous dust; those who make their Saving Throw are sickened by the choking for 5d4 rounds.

Dust of Tracelessness: This normal-seeming dust is actually a highly magical powder that can be used to conceal the passage of its possessor and his companions. Tossing a pinch of this dust into the air causes a chamber of up to 1,000 square feet to become as dusty, dirty, and cobweb-laden as if it had been abandoned and disused for a decade.

A pinch of dust sprinkled along a trail causes evidence of the passage of as many as a dozen men and horses to be obliterated for a mile back into the distance. No magical radiation occurs from the use of this dust.

The substance is typically found in a finely sewn pouch containing 1d12+12 pinches.

Efreeti Bottle: This item is typically fashioned of brass or bronze, with a lead stopper bearing special seals. A thin stream of smoke is often seen issuing from it. There is a 10% chance that the efreeti will be insane and attack immediately upon being released. There is also a 10% chance that the efreeti of the bottle will only grant three Wishes. The other 80% of the time, however, the inhabitant of the bottle will serve normally (see *Monstrous Manual*). When opened, the efreeti issues from the bottle instantly.

Eversmoking Bottle: This metal urn is identical to an *efreeti bottle* except that it does nothing but smoke. The amount of smoke is very great if the stopper is pulled out, pouring from the bottle and totally obscuring vision in a 40 foot radius spherical cloud in one round. Left unstoppered, the bottle will expand outward 5 feet per round until it forms a 60 foot radius sphere of smoke.

This area remains smoked until the *eversmoking bottle* is stoppered. When the bottle is stoppered, smoke dissipates normally. The bottle can be resealed only if a command word is known.

Eyes of Charming: This item consists of a pair of crystal lenses that fit over the user's eyes. When in place, the wearer is able to cast Charm Persons merely by meeting his target's gaze.

Those failing a DC 15 Charisma Saving Throw are charmed as per the spell (PHB 96). The user can look at and charm one person per minute.

Eyes of the Eagle: These items are made of special crystal and fit over the eyes of the wearer. They allow the wearer to see distant objects more clearly. Wearing these eyes halves range penalties to attack rolls and grants a +5 bonus to Perception checks. Wearing only one of the pair causes a character to become dizzy and, in effect, stunned, until the lens is removed.

Eyes of Minute Seeing: In appearance, *eyes of minute seeing* are much like other magical lenses but enable the wearer to see minute details at distances of 1 foot or less. Thus, tiny seams, minute marks, even the impression left from writing can be seen.

Secret compartments and hidden joints can be noted and the information acted upon. Wearing these eyes gives the wearer a +5 bonus to all Perception checks made to search for secret doors, traps, hidden compartments, or to scrutinize other fine details. The effect of wearing just one of these crystals is the same as that given for eyes of the eagle.

Eyes of Petrification: Totally indistinguishable from any other magical lenses, the effect of donning eyes of *petrification* is dramatic: the wearer is instantly turned to stone unless he makes a DC 15 Wisdom Saving Throw. Note that 25% of these devices work as the gaze of a basilisk does (DC 13), including reflection of the eyes turning the gazer to stone.

Figurines of Wondrous Powers: There are several kinds of *figurines of wondrous power*. Each appears to be a tiny statuette of an animal that is an inch or so high. When the figurine is tossed down and a command word spoken, it becomes a living animal of normal size (except when noted below). The animal obeys and serves its owner.

If a *figurine of wondrous power* is broken or destroyed in its statuette form, it is forever ruined, all magic is lost, and it has no power. If slain in animal form, the figurine simply reverts to a statuette and can be used again at a later time.

When a figurine is first found, roll percentile dice and consult the table below to determine the type of animal the figurine becomes:

D% Roll	Figurine Type
01-15	Ebony fly
16-30	Golden lions (pair)
31-40	Ivory goats (trio)
41-55	Marble elephant
56-65	Obsidian steed
66-85	Onyx dog
86-00	Serpentine owl

Ebony Fly: At a word, this small, carved fly comes to life and grows to the size of a pony. The ebony fly is Armor Class 16, has 4+4 Hit Dice, and maneuverability class C. It flies at a Movement Rate of 240' without a rider, 180' carrying up to 200 pounds weight, and 120' carrying from up to 350 pounds. The item can be used a maximum of three times per week, 12 hours per day. When 12 hours have passed or when the command word is spoken, the ebony fly once again becomes a tiny statuette.

Golden Lions: These come in pairs. They become normal adult male lions (Armor Class 14, 5+5 Hit Dice, and normal attack modes). If slain in combat, the lions cannot be brought back from statuettes form for one full week; otherwise, they can be used once every day. They enlarge and shrink upon speaking the command word.

Ivory Goats: These come in threes. Each goat of this trio looks slightly different from the others, and each has a different function. These are:

The Goat of Traveling - This statuette provides a speedy and enduring mount of Armor Class 14, with 4+4 Hit Dice and 2 attacks (horns) for 1d8 piercing damage. Its Movement Rate is 90' bearing 275 pounds or less. Its movement is reduced by 15' for every additional 50 pounds of weight carried. The goat can travel a maximum of one day each week - continuously or in any combination of periods totaling 24 hours. At this point, or when the command word is uttered, it returns to its small form for not less than one day before it can again be used.

The Goat of Travail - When commanded, this statuette becomes an enormous creature, larger than a bull, with sharp hooves (2d4+2/2d4+2 slashing damage), a vicious bite (2d4 slashing damage), and a pair of wicked horns of exceptional size (2d6/2d6 piercing damage). If it is charging to attack, it may only use its horns, but deals double damage on a successful attack. It is Armor Class 20 and has 16+16 Hit Dice. It can be called to life just once per month up to 12 hours at a time. Its Movement Rate is 120'.

The Goat of Terror - When called upon with the proper command word, this statuette becomes a destrier-like mount, Movement Rate 180', Armor Class 18, 8+8 Hit Dice, and no attacks. However, its rider can employ the goat's horns as weapons (one horn as a +3 spear, the other as a +6 scimitar). When ridden in combat, the goat of terror radiates terror in a 30-foot radius, and any opponent in this radius must roll a successful DC 15 Charisma Saving Throw or suffer at a -3 penalty to attack rolls and damage rolls due to weakness caused by terror. When all opponents are slain, or upon the proper command, the goat returns to its statuette form. It can be used once every two weeks.

After three uses, each of the goats loses its magical ability forever.

Marble Elephant: This is the largest of the figurines, the statuette being about the size of a human hand. Upon utterance of the command word, a marble elephant grows to the size and specifications of a true elephant. The animal created from the statuette is fully obedient to the figurine's owner, serving as a beast of burden, mount, or combatant. The type of marble elephant obtained is determined by rolling percentile dice and consulting the table below:

D% Roll	Elephant Type
01-09	Normal Elephant
91-00	Prehistoric Elephant

Details of each type of creature are found in the *Monstrous Manual*. The statuette can be used a maximum of 24 hours at a time, four times per month.

Obsidian Steed: An obsidian steed appears to be a small, nearly shapeless lump of black stone. Only careful inspection will reveal that it vaguely resembles some form of quadruped, and, if magic is detected for, the figurine will radiate magic. Upon speaking the command word, the near formless piece of obsidian becomes a fantastic mount. Treat it as a heavy war horse with the following additional powers: fly (at normal Movement Rate, Class B), go ethereal, or go astral. It will allow itself to be ridden, but if the rider is of good alignment, it is 10% likely per use to carry its "master" to the floor of the first layer of the Hade "The Gray Waste" and then return to its statuette form. The statuette can be used for a 24 hour period maximum, once per week. Note that when the obsidian steed becomes astral or ethereal, its rider and gear follow suit. Thus, travel to other planes can be accomplished by means of this item.

Onyx Dog: When commanded, this statuette changes into a creature with the same properties as a war dog, except that it is endowed with Intelligence of 10, can communicate in the Common tongue, and has exceptional olfactory and visual abilities (+6 to Perception checks based on sight or smell). The olfactory power grants the onyx dog a +10 bonus to Survival checks made to track by scent. It has Darkvision 60' and Twilight

Vision, can spot invisible things 65% of the time, and notices astral, ethereal, and out-of-phase things 50% of the time. For details, see "Dog, War" in the Monstrous Manual. An onyx dog can be used for up to 6 continuous hours, once per week. It obeys only its owner.

Serpentine Owl: A serpentine owl becomes a normal-sized horned owl (AC 13; move 120' (B); ½ Hit Die; 1d2/1d2 points of piercing damage when attacking) if its possessor so commands, or it can become a giant owl if its owner so requires. The maximum duration of the transformation is 8 hours in either case. (However, after three transformations into giant owl form, the statuette loses all of its magical properties.) The normal-sized form of the magical statuette gains a +15 to Stealth checks to fly silently and has both Darkvision 60' and Twilight Vision. It gains a +6 bonus to Perception checks based on vision and hearing. Furthermore, the owl can and will communicate with its owner by telepathic means, informing him of all it sees and hears within the limitations of its intelligence. If commanded to giant-size, a serpentine owl is in all respects the same as a giant owl. For information see "Owl, Giant," in the Monstrous Manual. As with most other *figurines of wondrous power*, this one readily obeys all commands of its owner.

Flask of Curses: This item looks like an ordinary beaker, bottle, container, decanter, flask, or jug. It has magical properties, but detection will not reveal the nature of the *flask of curses*. It may contain a liquid or it may emit smoke. When the flask is first unstoppered, a curse of some sort will be visited upon the person or persons nearby. After that, it is harmless. The type of curse is up to the DM. Suggestions include the reverse of the Remove Curse spell, Bestow Curse (PHB 153) or those curses found on scrolls.

Gauntlets of Dexterity: A pair of these gloves appears to be nothing more than light-weight leather handwear of the everyday sort. Naturally, they radiate magic if so detected. They size themselves magically to fit any hand, from that of an ogre to that of a small halfling. *Gauntlets of dexterity* increase overall Dexterity by 2 (to a maximum of 20). Furthermore, the wearer of these gloves adds his Proficiency Bonus to all Sleight of Hand checks, even if he is not proficient in the skill. Those with proficiency in Sleight of Hand gain no bonus other than the improved Dexterity.

Gauntlets of Fumbling: These gauntlets may be of supple leather or heavy protective material suitable for use with armor (ring, scale, chain, etc.). In the former instance, these will appear to be *gauntlets of dexterity*; in the latter case, they will appear to be *gauntlets of ogre power*.

They will perform according to every test as if they were *gauntlets of dexterity* or *ogre power* until the wearer finds himself under attack or in a life and death situation. At that time, the curse is activated, and the wearer will become very clumsy, acting as if under the effects of a Fumble spell (PHB 121). Once the curse is activated, the gloves can be removed only by means of an Exorcise, Remove Curse, or Break Enchantment spell.

Gauntlets of Ogre Power: These appear the same as typical handwear for armor. The wearer of these gloves, however, is imbued with an 18 Strength. These gauntlets are particularly desirable when combined with a *girdle of giant strength* and a hurled weapon. They grow or shrink to fit ogre to halfling-sized hands.

Gauntlets of Swimming and Climbing: A pair of these gloves appear to be normal light-weight handwear, but they radiate magic if a detection is attempted. The wearer can have hands of medium (human) or small (halfling) size. The wearer can swim as fast as a triton (75' Movement Rate) and gains a +10 to all Athletics checks made to swim. These gauntlets do not empower the wearer to breathe in water. These gloves also give the wearer a +10 bonus to all Athletics checks made to climb.

Gem of Brightness: This crystal appears to be a long, rough prism. Upon utterance of the proper spell words, however, the crystal emits bright light of one of three sorts.

One command word causes the gem to shed a pale light in a 10' cone. This does not discharge any of the energy of the device.

Another command causes the *gem of brightness* to send out a 50' line of bright light. Any creature in the path of this light must make a DC 13 Wisdom Saving Throw or be dazzled and unable to see for 1d4 rounds. This use of the gem expends one energy charge.

The third manner in which the item may be used is to cause it to flare in a blinding flash of light in 30' cone. Although this glare lasts but a moment, all creatures within its area must make a DC 15 Wisdom Saving Throw or be blinded for 1-4 rounds and thereafter suffer a -2 penalty to all attack rolls and Perception checks based on sight due to permanent eye damage. This use expends five charges.

Dazzling or blindness effects can be reversed by a Cure Blindness spell; eye damage can be cured only by a Cure Blindness, Heal, or Regenerate spell. The *gem of brightness* has 50 charges and cannot be recharged.

A Darkness '15 Radius spell cast at the gem's owner drains one charge from a *gem of brightness*, or makes it useless for one round, at the option of the gem owner. A Continual Darkness spell causes it to be useless for one day, or to expend five charges, at the option of the owner.

Gem of Insight: This jewel appears to be a well-cut stone of not less than 5,000 gp value. If magic is detected for, the gem radiates a faint aura of the enchantment sort. If any character possesses the item, he will begin to feel its power after keeping the gem on his person for one week.

At the end of two weeks, the individual will discover that he is able to understand things more easily, have better insight, memory, recall, etc. In fact, possession of the gem on a continuing basis (three or more months) raises the Intelligence and Wisdom of the character by one point each (to a maximum of 20).

If for any reason the gem is not kept beyond the three-month period, the additional Intelligence remains, but the additional Wisdom is lost. A *gem of insight* functions once every 50 years. If a character acquires a second gem, the second item has no effect.

Gem of Seeing: These finely cut and polished stones are indistinguishable from ordinary jewels, although a Detect Magic will reveal its enchantment. When gazed through, the *gem of seeing* enables the user to detect all hidden, illusionary, invisible, astral, ethereal, or out-of-phase things within viewing range as per the True Seeing spell (PHB 171).

Peering through the crystal is time-consuming and tedious. The viewing range of the gem is 300 feet for a cursory scan if only large, obvious objects are being sought, 100 feet if smaller things are to be seen. It requires one action to scan a 15' radius circular area in a cursory manner, two rounds to view a 20' radius circular area in a careful way. There is a 5% chance each time the gem is used that the viewer will see a hallucination, something that is not there, or possibly through some real thing as if it were an illusion.

Girdle of Dwarvenkind: This belt grants its wearer a +2 bonus to all Persuasion checks made to influence dwarves and a +1 bonus to all Persuasion checks made to influence gnomes and stout halflings. When dealing with all other races, the character suffers -1 penalty to Persuasion skill checks.

The wearer also gains most of the racial abilities of dwarvenkind (i.e., +1 to Constitution, combat bonuses against orcs, Darkvision 60', bonus proficiencies, resistances, and skill bonuses as per page 7 of the Player's Handbook). The wearer does not gain dwarven combat bonuses against giantkind. All bonuses and penalties apply only as long as the individual actually wears the girdle.

Girdle of Femininity/Masculinity: This broad leather band appears to be a normal belt, but, if buckled on, it will immediately change the sex of its wearer to the opposite gender. It then loses all power.

There is no sure way to restore the character's original sex, although there is a 50% chance a Wish or Miracle might do so, and a powerful being can alter the situation. In other words, it takes a godlike creature to set matters aright with certainty. Ten percent of these girdles actually remove all sex from the wearer.

Girdle of Giant Strength: This belt looks similar to ordinary belts, but it is

imbued with very powerful magic. When worn it increases the physical prowess of its wearer, giving him the Strength of a giant. (It doesn't cause the wearer to grow to giant size, however!) To determine how strong the wearer becomes and the bonuses he gets, roll percentile dice and consult the table below.

The Strength gained is not cumulative with normal or magical Strength bonuses. They do work in conjunction with *gauntlets of ogre power* and magical warhammers as detailed in the Weapons section (pages 150-155).

D% Roll	Giant Type	Strength	Base Boulder Damage
01-30	Hill	19	1d6
31-50	Stone	20	1d6
51-70	Frost	21	1d8
71-85	Fire	22	1d8
86-95	Cloud	23	1d10
96-00	Storm	24	1d10

The wearer of the girdle is able to hurl rocks as if he had imbibed a *potion of giant strength*. The base range of hurled boulders is 60'.

Girdle of Many Pouches: This broad waistbelt seems to be nothing more than a well-made article of dress. However, if magic is detected for, the item will radiate strong enchantment along with a fainter aura of alteration.

Examination will reveal that the girdle has eight small pouches on its inner front surface. In fact, there are a total of 64 magical pouches in the girdle, seven others "behind" each of the eight apparent ones. Each of these pouches is similar to a miniature *bag of holding*, able to contain up to one cubic foot of material weighing as much as 10 pounds. The girdle responds to the thoughts of its wearer by providing a full pouch (to extract something from) or an empty one (to put something in) as desired. Naturally, this item is greatly prized by spellcasters, for it will hold components for many spells and make them readily available.

Gloves of Missile Snaring: These gloves radiate slightly of enchantment and alteration if magic is detected for. Once snugly worn, they seem to meld with the hands, becoming almost invisible (undetectable unless within five feet of the wearer). Either or both hands so clad, if not already holding something, can be used to pick many sorts of projectiles out of the air, thus preventing possible harm, and enabling the wearer use of a caught thrown weapon.

All forms of ranged weapons such as arrows, axes, bolas, bolts, bullets, clubs, daggers, darts, throwing hammers, harpoons, javelins, nets, rocks, and spears can be caught. If the weapon magically returns to the attacker, then catching it simply prevents damage, and returning the weapon does not result in an attack.

This can be done twice per round and the character must be aware of the attack to use this ability. Use of this ability counts as a single free action on the wearer's part, even if used this ability twice in a given round.

Harp of Charming: This instrument appears identical to all other magical harps. When played by a person proficient in the instrument, the player is able to cast one Suggestion spell each 10 minutes of playing. The DC of this spell's Saving Throw is equal to the harpist's Performance skill check result. On a "natural 1" the harpist has played so poorly as to enrage all those who hear (see the *harp of discord* below).

Harp of Discord: This harp appears normal in all respects. However, when played, the harp emits painful and discordant tones 50% of the time. The remaining 50% of the time it acts as a *harp of charming*. When discordant, the music has the effect of automatically enraging all those within 30 feet.

Those enraged will attack the musician (50% of the time) or the nearest other target (50% of the time) unless they make a successful DC 15 Wisdom Saving Throw. The harpist is not affected by this frenzy. The frenzy lasts for 1d4+1 rounds after the music stops.

Hat of Disguise: This normal-appearing hat contains a powerful enchantment that allows its wearer to alter his appearance as per the Change Self spell (PHB 96).

Thus, the wearer could appear as a comely woman, a half-orc, or possibly even a gnome. If the hat is removed, the disguise is instantly dispelled. The headgear can be used over and over. Note that the hat

can be changed (as part of a disguise) to appear as a comb, ribbon, head band, fillet, cap, coif, hood, helmet, etc.

Hat of Stupidity: This hat is indistinguishable from any other magical hat, even when most carefully detected by magical means. Only by placing it upon the head can its powers be determined. Of course, once on the head, the wearer will believe that the hat is a beneficial item, for he will be overcome by stupidity unless he succeeds at a DC 15 Wisdom Saving Throw.

Intelligence is lowered to 7, or by 1 point if the wearer has a 7 or lower Intelligence normally. The wearer will always desire to have the hat on - especially when he is engaged in any activity which requires thinking, spellcasting, etc.

Without the benefit of an Exorcise, Remove Curse, Break Enchantment, or similar magic, the wearer will never be free from the magic of the hat. If released, the wearer's Intelligence returns to its normal level.

Helm of Brilliance: When discovered, a *helm of brilliance* appears to be nothing more than an ordinary piece of armor for head protection - a helmet, bassinet, mallet, etc. of iron or steel. When worn, it functions only upon the utterance of a special command word. When so empowered the true nature of the helm is visible to all.

The helm is of brilliant silver and polished steel, and set with 10 diamonds, 20 rubies, 30 fire opals, and 40 opals - each of large size and magicked - which perform as explained below. When struck by bright light, the helm will scintillate and send forth reflective rays in all directions from its crown-like, gem-tipped spikes. The jewels' functions are:

Gem	Function
Diamond	Prismatic Spray (PHB 148), caster level 14
Ruby	Wall of Fire (PHB 172), caster level 10
Fire Opal	Fireball (PHB 118), caster level 10
Opal	Light (PHB 133), caster level 10

Each gem can perform its spell-like power just once. The helm may be used once per round.

Until all of its jewels are magically expended, a *helm of brilliance* also has the following magical properties when activated.

1. It glows with a bluish light when undead are within 30 feet. This light causes pain and 1d6 points of radiant damage to all such creatures.
2. The wearer may command any sword he wields to become a *sword of flame* for 1 minute (6 rounds). This is in addition to any other special properties it may have. This takes one round to take effect.
3. The wearer is protected as if a double-strength *ring of fire resistance* (DMG 112) were worn, but this protection cannot be augmented by further magical means.

Once all of its jewels have lost their magic, the helm loses all of its powers. The gems turn to worthless powder when this occurs. Removing a jewel destroys the gem. They may not be recharged.

If a creature wearing the helm is attacked by magical fire and fails his Saving Throw with a "natural 1" the remaining gems on the helm overload and detonate, inflicting on the wearer whatever accumulated effects the gems would normally have.

Helm of Comprehending Languages and Reading Magic: Appearing as a normal helmet, a *helmet of comprehending languages and reading magic* grants its wearer a +5 bonus to Ciphers skill checks and allows him to cast both Comprehend Language (written only) and Read Magic 3 times per day. Understanding does not necessarily imply spell use.

Helm of Opposite Alignment: This cursed item looks like a typical helmet. If magic is detected for, it radiates magic of an indeterminate sort. Once placed upon the head, however, its curse immediately takes effect unless the wearer succeeds at a DC 15 Wisdom Saving Throw.

If this fails the alignment of the wearer is radically altered - good to evil, neutral to some absolute commitment (LE, LG, CE, CG) as radically different from the former alignment as possible. Alteration in alignment is mental and, once effected, is desired by the individual changed by the magic.

Only a Wish or Miracle can restore former alignment, and the affected individual will not make any attempt to return to the former alignment. If a paladin is concerned, he must undergo a special quest and atone if the curse is to be obliterated. Note that once a *helm of opposite alignment* has functioned, it loses all of its magical properties.

Helm of Telepathy: This sturdy metal helmet appears to be a normal piece of headgear, although it will radiate magic if this is detected for. The wearer of a *helm of telepathy* is able to determine the thoughts of creatures as per the ESP spell (PHB 114).

The wearer can also use telepathy (as the 8th level spell, PHB 168) to communicate with willing creatures. While he cannot communicate with unwilling creatures, the wearer may try to implant a Suggestion (PHB 165) into a mind that has been read for three or more rounds through ESP within the past 10 minutes. The target may resist this attempt with a successful DC 15 Charisma Saving Throw.

Helm of Teleportation: This is another helmet of normal appearance which will give off a magical aura if detected for. Any character wearing this device may Teleport once per day (PHB 168).

If the wearer is a magic-user, the helm's full powers can be employed, for the wearer can then prepare a Teleportation spell (if of sufficient level) and use the helm to refresh his memory so he can repeat the spell up to six times before the spell slot is expended. Even then single usage of the helm remains as noted above for all characters.

Helm of Underwater Action: When this helm is viewed, it is indistinguishable from a normal helmet. However, detection reveals it to be magical, and the possessor is able to see and breathe underwater.

Visual properties of the helm are activated when small lenses are drawn across the device from compartments on either side. These allow the wearer to see five times farther than water and light conditions allow for normal human vision. (Note that weeds, obstructions, and the like block vision in the usual manner.)

If the command word is spoken, the *helm of underwater action* creates a globe of air around the wearer's head and maintains it until the command word is spoken again. Thus, the wearer can breathe freely.

Heward's Handy Haversack: A magical backpack of this sort appears quite ordinary - well-made and well-used. It is of finely tanned leather, and the straps have brass hardware and buckles. There are two side pouches, each of which appears large enough to hold about a quart of material, but each is similar to a *bag of holding* and will actually contain material equal to as much as two cubic feet in volume or 20 pounds in weight. The large central portion of the pack can contain up to eight cubic feet or 80 pounds of material.

The pack has an even greater power: When the wearer reaches into it for a specific item, that item will always be on top. Thus, no digging around and fumbling is ever necessary to find what the haversack contains. *Heward's handy haversack* and whatever it contains gain a +2 bonus to all Item Saving Throws.

Horn of Blasting: This magical horn appears to be a normal trumpet, but it radiates magic if a Detect Magic is cast upon it. It can be sounded as a normal horn, but if the correct word is spoken and the instrument is then played, it has the following effects, both of which happen at once:



1. A 60' cone of sound issues forth from the horn. All within this area must roll a successful DC 15 Constitution Saving Throw or be stunned for one round and deafened for 1d6 rounds. Those failing the Saving Throw also sustain 1d10 points of thunder damage. Those who make their Saving Throw take half damage and are not deafened or stunned.

2. A line of ultrasonic sound 5 feet wide and 100 feet long issues from the horn. This causes a weakening of such materials as metal, stone, and wood as per the Shatter spell (PHB 159).

If a *horn of blasting* is used magically more than once per day, there is a 10% cumulative chance that it will explode and inflict 5d10 points of bludgeoning damage upon the person sounding it.

There are no charges upon a horn, but the device is subject to stresses as noted above, and each time it is used to magical effect there is a 2% cumulative chance of the instrument self-destructing. In the latter case, no damage is inflicted on the character blowing it.

Horn of Bubbles: This cursed musical instrument will radiate magic if detected for. It appears as a normal horn, or possibly any of the many magical ones. It will sound a note and call forth a mass of bubbles that completely surround the individual who blew the horn for 2d10 rounds. If the user fails a DC 15 Dexterity Saving Throw he is blinded by the bubbles.

These bubbles appear only in the presence of a creature actively seeking to slay the character who played the horn, so their appearance might be delayed for a very short or extremely lengthy period.

Horn of Collapsing: The horn appears to be a normal musical instrument, perhaps a bugle or warning horn of some sort. If it is sounded improperly (e.g., without first speaking the proper command word) or 10% of the time in any event, the following will result:

Outdoors: A torrent of fist-sized rocks will strike the individual sounding the horn, 2d6 in number, each causing 1d6 points of bludgeoning damage (DC 15 Dexterity save for half damage).

Indoors: The ceiling overhead will collapse when the device is blown. The character suffers 5d6 points of bludgeoning damage (DC 15 Dexterity save for half damage).

Underground: The area immediately above the character sounding the horn will fall upon him. The damage is 5d6 points of bludgeoning damage, plus 1d6 points for each 10 feet beyond the first 10 feet from which the material drops (DC 15 Dexterity save for half damage).

Proper use of a *horn of collapsing* enables the character to sound it while it is pointed at the roof overhead, up to 60 feet from the user. The horn collapses a 10 foot radius circle from the central aiming point.

Horn of Fog: This small, bugle-like device allows its possessor to blow forth a thick cloud of heavy fog equal to that of a Fog Cloud spell (PHB 120). Each round spent blowing it expands the radius by 5 feet, to a maximum radius of 60 feet after 9 rounds.

The cloud lasts for 2d4 rounds after the last round of blowing the instrument. The horn may be blown once (for up to 9 rounds) every 10 minutes.

The device makes a deep, horn-like noise, the note dropping abruptly to a lower register at the end.

Horn of Goodness/Evil: This magical instrument adapts itself to the alignment of its possessor, so it will produce either a good or an evil effect depending on the alignment of its owner. If the possessor is absolutely neutral, the horn will have no power whatsoever. If the owner is good, then blowing the horn has the effect of a Protection from Evil 10 Foot Radius spell for 10 rounds. If the horn is of evil alignment, then the reverse of the noted spell occurs within the area of effect. The horn can be blown once per day.

Horn of the Tritons: This device is a conch shell horn which can be blown once per day (except by a triton who can sound it three times daily). A *horn of the tritons* can do any one of the following functions when blown:

1. Calm rough waters in a one mile radius. (This also has the effect of dispelling a water elemental or water weird.)

2. Summon 5d4 hippocampi (on a d6 roll of 1 or 2), 5d6 giant sea horses (on a roll of 3-5), or 1d10 sea lions (on a roll of 6) if the character is in a body of water in which such creatures dwell. The creatures summoned will be friendly and will obey, to the best of their understanding, the character who sounded the horn.

3. Panic marine creatures with animal or lower Intelligence within a 100 foot cone, causing them to flee unless each makes a DC 15 Charisma Saving Throw.

Any sounding of a *horn of the tritons* can be heard by all tritons within a three-mile radius.

Horn of Valhalla: There are four varieties of this magical device. Each appears to be a normal instrument until its command word is spoken. Then, each summons a number of berserkers from Valhalla to fight for the character who summoned them by blowing the horn. Each variety of horn can be blown just once every seven days. The type of horn, its powers, and who is able to employ it are determined by rolling 1d20 and consulting the table below.

Any character whose group is unable to employ a particular *horn of Valhalla* will be attacked by the berserk fighters summoned when the character blows the horn.

Summoned fighters are Armor Class 16, have 7 Hit Points per die, and are armed with sword and spear (50%), or battle-axe and spear (50%). They gladly attack anyone the possessor of the horn commands them to fight, until they or their opponents are slain, or 1 hour has elapsed, whichever occurs first.

Fully 50% of these horns are aligned and will summon only barbarians of the horn's alignment. A radical alignment difference will cause the horn blower to be attacked by the fighters.

D20 Roll	Type of Horn	Barbarians Summoned	Usable By
1-8	Silver	2 nd level (2d4+2)	Any
9-15	Brass	3 rd level (2d4+1)	C, Mu, T
16-18	Bronze	4 th level (2d4)	C, F
19-20	Iron	5 th level (1d4+1)	F

Horseshoes of Speed: These iron shoes come in sets of four like ordinary horseshoes, but they are magical and will not wear out. When affixed to a horse's hooves, they double the animal's Movement Rate. There is a 1% chance per 20 miles traveled that a shoe will drop off, and if this passes unnoticed, the horse's speed will drop to 150% normal rate. If two or more are lost, speed returns to normal.

Horseshoes of a Zephyr: These iron shoes can be affixed like normal horseshoes, but they allow a horse to travel without actually touching the ground. Among other things, this means water can be crossed - passed over without effort - and movement is possible without leaving tracks on any sort of ground. The horse is able to move at its normal Movement Rate, and it will not tire for as long as 12 hours' continuous riding per day when wearing these magical horseshoes.

Incense of Meditation: The small rectangular blocks of sweet-smelling *incense of meditation* are indistinguishable from nonmagical incense until one is lit. When burning, the special fragrance and pearly-hued smoke of this special incense are recognizable by any cleric of 5th or higher level.



When a cleric lights a block of the incense of meditation and spends eight hours praying and meditating nearby, the incense will enable him to gain maximum spell effects. Thus, Cure Wounds spells are always maximum, spell effects are of the broadest area possible, and Saving Throws against their effects suffer -2 penalties, and damage dealt is always the maximum possible.

When this item of magic is discovered, there will be 2d4 pieces of incense. Each piece burns for eight hours, the effects remain for 24 hours.

Incense of Obsession: These strange blocks of incense exactly resemble *incense of meditation*. If meditation and prayer are conducted while the lit *incense of obsession* is nearby, its odor and smoke will cause the cleric to become totally confident that his spell ability is superior, due to the magical incense. The cleric will be determined to use his spells at every opportunity, even when not needed or when useless. The cleric will remain obsessed with his abilities and spells until all are cast or 24 hours have elapsed.

There are 2d4 pieces of this incense normally, each burning for one hour.

Instruments of the Bards: There are 7 *instruments of the bards*. Each can be fully utilized only by a bard, particularly a bard who meets the instrument's prerequisite level.

Bards of lower status, as well as other characters able to play such an instrument, will be able to use the device as an exceptional instrument (which grants a +1 bonus to Performance skill checks) but not employ its magical properties. The 7 instruments are described below:

Fochlucan Bandore: If this small, 3-stringed instrument is played by any bard it increases the DC of Saving Throws versus his Bardic Music (Fascinate) ability by 1. Furthermore, the bandore also has the following songs which can be played once per day:

Entangle (PHB 113)
Faerie Fire (PHB 115)
Shillelagh (PHB 159)
Speak with Animals (PHB 162)

All spells function at the bard's caster level.

Mac-Fuirmidh Cittern: This lute-like instrument is may be properly played by any bard of 5th level or higher. A suitable bard who uses the cittern has the DC to resist his Music (Fascinate) ability increased by 2. In addition, he can sing the following songs once per day:

Barkskin (PHB 91)
Cure Moderate Wounds (PHB 103)
Obscurement (PHB 142)

All spells function at the bard's caster level.

Doss Lute: This instrument may only be properly played by a bard of 8th level or higher. A suitable bard who plays the lute adds 3 to the DC of his Bardic Music (Fascinate) ability and can sing each of the following songs once per day:

Hold Animal (PHB 125)
Neutralize Poison (PHB 141)
Protection from Energy (Fire) 10' radius (PHB 149)

All spells function at the bard's caster level.

Canaiith Mandolin: A bard of 11th level or higher is able to employ this mandolin to add 4 to the DC of his Bardic Music (Fascinate) ability. He may also to cast the following spells once per day:

Cure Serious Wounds (PHB 103)
Dispel Magic (PHB 109)
Protection from Energy (Lightning) in a 10' radius (PHB 149)

All spells function at the bard's caster level.

Cli Lyre: A Cli lyre, when used by a bard of 14th level or higher the lute adds 5 to the DC of his Bardic Music (Fascinate) ability and allows him to cast the following spells once each per day:

Control Winds (PHB 101)
Transmute Rock to Mud (PHB 170)
Wall of Fire (PHB 172)

All spells function at the bard's caster level.

Anstruth Harp: This powerful instrument may only be used by a bard of 17th level or higher. In the hands of such a bard the harp adds 5 to the DC of his Bardic Music (Fascinate) ability and can be played so as to cast the following spells, once each per day:

Control Weather (PHB 101)
Cure Critical Wounds (PHB 102)
Wall of Thorns (PHB 174)

All spells function at the bard's caster level.

Ollamh Harp: If an *Ollamh harp* is played by a bard of 20th level or higher it adds 5 to the DC of his Bardic Music (Fascinate) ability. It can cast one each of the following spells daily:

Confusion (PHB 99)
Fire Storm (PHB 118)
Sunburst (PHB 165)

All spells function at the bard's caster level.

Ioun Stones: These magical stones always float in the air and must be within 3 feet of their owner to be of any use. When a character first acquires the stones, he must hold each and then release it, so it takes up a circling orbit, whirling and trailing, circling 1d3 feet from his head. Thereafter, the stones must be grasped or netted to separate them from their owner. The owner may voluntarily seize and stow the stones (at night, for example) to keep them safe, but he loses the benefits of the stones during that time.

1d10 ioun stones will be found, though there are 14 different kinds, in all. Roll 1d20 to determine the property of each stone, a duplication indicating a stone which is burned out and useless but counts as one of the number found.

Whenever ioun stones are exposed to attack, they are treated as Armor Class 24 and take 10 points of damage to destroy. They make their Saving Throws at +10 or as their user, whichever is better.

D20 Roll	Stone Color	Shape/Effect
1	Pale blue	Rhomboid Adds 1 point to STR (18 max.)
2	Scarlet & blue	Sphere Adds 1 point to INT (18 max.)
3	Incandescent blue	Sphere Adds 1 point to WIS. (18 max.)
4	Deep red	Sphere Adds 1 point to DEX (18 max.)
5	Pink	Rhomboid Adds 1 point to CON (18 max.)
6	Pink & green	Sphere Adds 1 point to CHA (18 max.)
7	Pale green	Prism Adds 1 level of experience
8	Clear	Spindle Sustains person without food/water
9	Iridescent	Spindle Sustains person without air
10	Pearly white	Spindle Regenerates 1 hp/10 minutes
11	Pale lavender	Ellipsoid Absorbs spells up to 4 th level*
12	Lavender & green	Ellipsoid Absorbs spells up to 8 th level**
13	Vibrant purple	Prism Stores 2d6 levels of spells
14	Dusty rose	Prism Gives +1 protection (as per the ring)
15-20	Dull gray	Any Burned out, "dead" stone

* After absorbing 10-40 spell levels, the stone burns out and turns to dull gray, forever useless.

** After absorbing 20-80 spell levels, the stone burns out and turns dull gray, forever useless.

Iron Bands of Bilarro: When initially discovered, this very potent item will appear to be a rusty iron sphere. Close examination will reveal that there are bandings on the three-inch-diameter globe. Magic detection will reveal strong magic of an indeterminate nature.

When the proper command word is spoken and the spherical iron

device is hurled at an opponent, the bands expand and tightly constrict the target creature if a successful Grapple check (+15 bonus) is made, opposed by the target's Athletics skill check.

A single creature of up to frost/fire giant-size (Huge) can be captured thus and held immobile until the command word is spoken to bring the bands into globular form again.

Any creature captured in the bands, however, gets the chance to break (and ruin) the bands by winning an opposed Grapple check against the bands. Only one attempt is possible before the bands are so set as to be inescapable.



Jewel of Attacks: This gleaming gem radiates magic and appears to be a valuable item. It is cursed, however, and doubles the likelihood of encountering wandering monsters and the likelihood of pursuit when monsters are encountered and the party seeks to evade them by flight. Once picked up, the *jewel of attacks* will always magically return to its finder (secreting itself in pouch, bag, pack, pocket, etc.) until an Exorcise, Remove Curse, or Break Enchantment spell or an Atonement is cast upon him.

Jewel of Flawlessness: This magical gem appears to be a very fine stone of some sort, but if magic is detected for, its magical aura will be noted. When a *jewel of flawlessness* is placed with other gems, it doubles the likelihood of their being more valuable (i.e., the chance for each stone going up in value increases from 10% to 20%). The jewel has from 10-100 facets, and whenever a gem increases in value because of the magic of the *jewel of flawlessness*, one of these facets disappears. When all are gone, the jewel is a spherical stone that has no value.

Keoghtom's Ointment: This sovereign salve is useful for drawing poison, curing disease, or healing wounds. A jar of the unguent is small - perhaps three inches in diameter and one inch deep - but contains five applications. Placed upon a poisoned wound (or swallowed), it detoxifies any poison or disease. Rubbed on the body, the ointment heals 2d8+4 points of damage. Generally, 1d3 jars will be found.

Lens of Detection: This circular prism enables its user to detect minute things as eyes of *minute seeing*, but only grants a +2 bonus to Perception checks.

The lens also enables the possessor to look through the lens and track, gaining a +5 bonus to Survival checks made to do so. The *lens of detection* is about six inches in diameter. It must be set in a frame with a handle in order to be properly used.

Libram of Gainful Conjunction: This mystic book contains much arcane knowledge for magic-users of neutral, chaotic neutral, and lawful neutral alignment. If a character of this class and alignment spends a full week cloistered and undisturbed, pondering its contents, he gains experience points sufficient to place him exactly at the mid-point of the next higher level. When this occurs, the libram disappears - totally gone - and that character can never benefit again from reading such a work.

Any non-neutral magic-user reading so much as a line of the libram suffers 5d4 points of psychic damage, falls unconscious for a like

number of minutes, and must seek a cleric in order to atone and regain the ability to progress in experience (until doing so, he gains no further experience).

Any non-magic-user perusing the work must roll a DC 15 Wisdom Saving Throw in order to avoid insanity. Characters who go insane can be healed by a Remove Curse or Break Enchantment spell, followed by 1 month of rest, or by having a Heal spell cast upon them.

Libram of Ineffable Damnation: This work is exactly like the *libram of gainful conjuration* except that it benefits evil magic-users. Nonevil characters of that class lose one level of experience merely by looking inside its brass-bound covers, in addition to the other ill effects of perusing as little as one line of its contents.

Libram of Silver Magic: This mystic text is the reverse of the *libram of ineffable damnation*. It is greatly beneficial to good magic-users, most baneful to non-good ones. Like all magical works of this sort, it vanishes after one week of study, and the character having benefitted from it can never be so aided again.

Lyre of Building: The enchantments placed upon this instrument make it indistinguishable from a normal one. Even if its magic is detected, it cannot be told from an ordinary instrument until it is played. If the proper chords are struck, a single use of the lyre will negate the effects of a *horn of blasting*, a Disintegrate spell, or the effects of up to three rounds of attack from a ram or similar siege item. The lyre can be used in this way once per day.

The lyre is also useful with respect to actual building. Once a week its strings can be strummed so as to produce chords that magically construct buildings, mines, tunnels, ditches, or whatever. The effect produced in but 30 minutes of playing is equal to the work of 100 men laboring for three days.

A DC 10 Performance skill check must be made whenever the lyre is played. If a false chord is struck, all effects of the lyre are 10% likely to be negated.

Manual of Bodily Health: The metal-bound *manual of bodily health* appears to be an arcane, rare, but nonmagical book. If a detect magic spell is cast upon it, the manual will radiate an aura of magic.

Any character who reads the work (24 hours of time over 3-5 days) will know how to increase his Constitution by one point - this involves a special dietary regimen and breathing exercises over a one-month period. The book disappears immediately upon completion of its contents.

The point of Constitution is gained only after the prescribed regimen is followed. In three months the knowledge of the secrets to bodily health will be forgotten. The knowledge cannot be articulated or recorded by the reader. The manual will not be useful to any character a second time, nor will more than one character be able to benefit from a single copy.

Manual of Gainful Exercise: This work is similar to the *manual of bodily health*, but its reading and prescribed course of action will result in the addition of one point to the reader's Strength.

Manual of Golems: This compilation is a treatise on the construction and animation of golems. It contains all of the information and incantations necessary to make one of the four sorts of golems.

The construction and animation of a golem takes a considerable amount of time and costs quite a bit as well. During the construction/animation process, a single magic-user or cleric must have the manual at hand to study, and he must not be interrupted. The type of manual found is determined by rolling 1d20 and consulting the table below:

D10 Roll	Golem	Time	Cost
1-5	Clay (C)	1 month	65,000 gp
6-17	Flesh (MU)	2 months	50,000 gp
18	Iron (MU)	4 months	100,000 gp
19-20	Stone (MU)	3 months	80,000 gp

Once the golem is finished, the writing fades and the book is consumed in flames. When the ashes of the manual are sprinkled upon the golem, the figure becomes fully animated.

It is assumed that the user of the manual is of 10th or higher level. For every level of experience under 10th, there is a cumulative 10% chance

that the golem will fall to pieces within 10 minutes of completion due to the maker's imperfect understanding.

If a cleric reads a work for magic-users, he will lose 10,000-60,000 experience points. A magic-user reading a clerical work will lose one level of experience. The DM must decide in advance which it is meant for. Any other class of character will suffer 6d6 points of psychic damage from opening the work.

Manual of Puissant Skill at Arms: This scholarly study contains expert advice and instruction regarding weapon use and various attack and defense modes. Any barbarian, bard, fighter, paladin, or ranger who reads the manual and practices the skills described therein for one month goes up to the mid-point of the next higher level. The book disappears after it is read, and the knowledge therein will be forgotten within three months, so it must be acted upon reasonably quickly.

The reader cannot articulate what he has read, nor can it be recorded in any fashion.

Clerics and thieves cannot understand the *manual of puissant skill at arms*. If a magic-user so much as scans a few of its letters, he will be stunned for 10-60 minutes (1d6 x 10) and lose 10,000-60,000 experience points unless he succeeds at a DC 15 Intelligence Saving Throw. A character can benefit from reading a *manual of puissant skill at arms* only one time.

Manual of Quickness of Action: The heavy covers and metal bindings of this compilation will not distinguish it from other semi-valuable, nonmagical texts. This work contains secret formulae that enable a single reader to assimilate the text (three days of uninterrupted study) and then practice the skills detailed therein.

If this practice is faithfully done for one month, the character will gain one point of Dexterity. The manual will disappear immediately after reading, but the contents will be remembered for three months. However, the reader will not be able to articulate or otherwise record the information he retains. Only after the month of training will the Dexterity bonus be gained. Further perusal of a similar text will not add to the same character's Dexterity.

Manual of Stealthy Pilfering: This is a guide to expertise at thievery. It is so effective that any thief or bard who reads it and then spends one month practicing the skills therein will gain enough experience points to place him at the mid-point of the next higher level. The text disappears after reading, but knowledge is retained for three months. As with other magical texts of this sort, however, the knowledge cannot be recorded or repeated to others. Any additional reading of a similar manual is of no benefit to the character.

Fighters and magic-users are unable to comprehend the work. Clerics, druids, rangers, and paladins who read even a word of the book suffer 5d4 points of psychic damage, are stunned for a like number of rounds, and, if a DC 15 Intelligence Saving Throw is failed, they lose 5,000-20,000 experience points as well. In addition, such characters must have an Atone spell cast upon them within one day or lose one point of Wisdom.

Mattock of the Titans: This huge digging tool is 10 feet long and weighs over 100 pounds. Any Large-sized creature with a Strength of 20 or more can use it to loosen (or tumble) earth or earthen ramparts in a 100-cubic-foot area in 10 minutes. It will smash rock in a 20-cubic-foot area in the same amount of time. If used as a weapon, it has a +3 bonus to attack rolls and inflicts 5d6 points of slashing damage, exclusive of Strength bonuses (see *girdle of giant strength*).

Maul of the Titans: This huge mallet is 8 feet long and weighs over 150 pounds. Any Large-sized creature with Strength of 21 or greater can employ it to drive piles of up to 2 feet in diameter into normal earth at 5 feet per blow - two blows per round. The maul will smash to flinders an oaken door of up to 10 feet in height by 4 feet in width by 2 inches thick in one blow - two if the door is heavily bound with iron. If used as a weapon, it has a +2 bonus to attack rolls and inflicts 4d10 points of bludgeoning damage, exclusive of Strength bonuses.

Medallion of ESP: This appears to be a normal pendant disk hung from a neck chain. It is usually fashioned from bronze, copper, or nickel-silver. The device enables the wearer to concentrate and pick up thoughts in a cone as per the ESP spell (PHB 114). The type of medallion found is determined by consulting the table below:

D20 Roll	Medallion
1-15	30' range
16-18	45' range
19	60' range
20	90' range

The character using the device can pick up only the surface thoughts of creatures in the ESP's area of effect. The general distance can be determined, but all thoughts will be understandable only if the user knows the language of the thinkers. If target creatures use no language, only the prevailing emotions can be felt.

The medallion malfunctions (with no result) on a roll of 6 on 1d6, and the device must be checked each time is used. Note that the wearer cannot send thoughts through a *medallion of ESP* and that mindless undead and animated creatures have neither readable thoughts nor emotions.

Medallion of Thought Projection: This device is like an *ESP Medallion* in every respect, even as to the range at which it functions. However, in addition to picking up the thoughts of creatures, it will broadcast the thoughts of the user to the creatures in the path of the beam, thus alerting them. To prevent projecting thoughts, the user must roll a DC 15 Intelligence Saving Throw each time the device is used.

Mirror of Life Trapping: This crystal device is usually about 4 square feet in area, framed in metal, wood, etc. It is usable only by magic-users, although it can be affixed to a surface to operate alone by giving a command word.

A mirror has from 13 to 18 nonspatial/extradimensional compartments within it. Any creature coming within 30 feet of the device and looking at its reflection must successfully make a DC 15 Charisma Saving Throw or be trapped within the mirror in one of the cells. A creature not aware of the nature of the device will always see its reflection, though those aware of its presence may avoid looking at it.

When a creature is trapped, it is taken bodily into the mirror. Size is not a factor, but animated creature (including golems, skeletons, and zombie, but excluding intelligent undead) are not trapped. The possessor of the mirror can call the reflection of any creature that is trapped within to the surface of the mirror, and the powerless creature can be engaged in conversation. If mirror capacity is exceeded, one victim (determined randomly) will be set free in order to accommodate the latest one.

If the mirror is broken, all victims are freed (usually to then attack the possessor of the device). Note that the possessor of a *mirror of life trapping* can speak a command word to free a trapped creature, but the creature's cell must be known. Example: "In the name of Zagig the Great, I command the occupant of the third cell to come forth!"

Mirror of Mental Prowess: This magical mirror resembles an ordinary one 5 feet by 2 feet. The possessor who knows the proper commands can cause it to perform as follows:

1. Read the thoughts of any creature reflected therein, as per the ESP spell (PHB 114) even though these thoughts are in an unknown language.
2. Scry with it as if it were a *crystal ball with clairaudience* (PHB 130), even being able to view into other planes if the viewer is sufficiently familiar with them.
3. Use it as a portal to visit other places (possibly other planes, as well, at the DM's option) by first scrying them and then stepping through to the place pictured as per the Gate Spell (PHB 122) - an invisible area remains on the "other side," and those using the portal can return if the correct spot can be found. (Note that creatures being scried can step through if the place is found by them!)
4. Once per week it will answer one short question regarding a creature whose image is shown upon its surface.

Mirror of Opposition: This item exactly resembles a normal mirror. If a creature is reflected in its surface, an exact duplicate of the creature will come into being, and this opposite will immediately attack the creature reflected. Note that the duplicate will have all items and powers of the original (including magic), but upon the defeat or destruction of either, the duplicate and his items disappear completely.

Murlynd's Spoon: This unremarkable eating utensil is typically fashioned from horn. It radiates a dim aura of conjuration if magic is detected for. If the spoon is placed in an empty container - a bowl, a cup, dish, etc. - the vessel will fill with a thick, pasty gruel. Although this substance has a flavor similar to warm, wet cardboard, it is highly nourishing. It contains everything necessary to sustain any herbivorous, omnivorous, or carnivorous creature. The spoon will produce sufficient gruel each day to feed up to four humans.

Necklace of Adaptation: This chain resembles a medallion. The wearer can ignore all sorts of gases that affect creatures through respiration. He can also breathe underwater or even exist in airless space for up to seven days.

Necklace of Missiles: This device appears to be nothing but a cheap medallion or piece of valueless jewelry. If a character places it about his neck, however, he can see the necklace as it really is - it is actually a golden chain from which hang a number of golden missile globes.

The spheres are detachable only by the wearer, who can easily hurl them up to a 70 foot distance. When they arrive at the end of their trajectory, they burst as a magical Fireball. The number of missiles, and their respective Fireball damage, are determined by rolling 1d20 and consulting the table below:

D20 Roll	11	10	9	8	7	6	5	4	3	2
1-4	-	-	-	-	-	-	1	-	2	-
5-8	-	-	-	-	-	1	-	2	-	2
9-12	-	-	-	-	1	-	2	-	4	-
13-16	-	-	-	1	-	2	-	2	-	4
17-18	-	-	1	-	2	-	2	-	2	-
19	-	1	-	2	-	2	-	4	-	-
20	1	-	2	-	2	-	2	-	2	-

For example, on a roll of 9-12, the necklace will possess seven missiles - one 7-dice, two 5-dice, and four 3-dice fireballs.

The size will show that there is a difference in power between globes, but the number of dice and damage each causes cannot generally be known.

If the necklace is being worn or carried by a character who fails his Saving Throw versus a magical fire attack, the item must undergo an Item Saving Throw with a +8 bonus. If it fails to save, all remaining missiles detonate simultaneously.

Necklace of Prayer Beads: A magical necklace of this sort appears to be a normal piece of nonvaluable jewelry until it is placed about a character's neck. Even then, the true nature of the item will be revealed only if the wearer is a cleric. The *necklace of prayer beads* consists of 1d6+24 semi-precious (60%) and fancy (40%) stones. The wearer will be 25% more likely to successfully petition his deity to grant desired spells. There will also be 1d4+2 special beads (precious stones, gems of 1,000 gp base value) of the following sort (roll 1d20 for each bead):

D20 Roll	Results
1-5	<i>Bead of atonement:</i> As the spell (PHB 90)
6-10	<i>Bead of blessing:</i> As the Bless spell (PHB93)
11-15	<i>Bead of curing:</i> Cures Blindness, Disease, or Serious Wounds (PHB 102-103)
16-17	<i>Bead of karma:</i> +4 to the effective cleric's caster level for the next spell cast.
18	<i>Bead of summons:</i> Calls the cleric's deity (90% probability) to come to him in material form (but it had better be for a good reason!)
19-20	<i>Bead of wind walking:</i> As per Wind Walk (PHB 176)

Each special bead can be used once per day. If the cleric summons his deity frivolously, the deity will, at the very least, take the necklace as punishment. The function of each bead is known only when the bead is grasped and a Commune spell used. All powers of the special beads are lost if they are removed from the necklace.

Necklace of Strangulation: A *necklace of strangulation* can be identified only when placed around a character's neck. The necklace immediately constricts and cannot be removed by any means short of a Limited Wish, Miracle, or Wish spell. The wearer suffers 6 points of strangulation damage per round until he is dead. The necklace remains clasped around the character's throat until he is a dry skeleton. It can be reused.

Nolzur's Marvelous Pigments: These magical emulsions enable their possessor to create actual objects simply by depicting their form in two dimensions. The pigments are applied by a brush. The emulsion flows from the application to form the desired object as the wielder concentrates on the desired image.

One pot of *Nolzur's marvelous pigments* is sufficient to create a 1,000 cubic foot object by depicting it two-dimensionally over a 100 square foot surface. Thus, a 10 foot by 10 foot rendition of a pit would result in an actual 10 foot by 10 foot by 10 foot pit; a 10 foot by 10 foot depiction of a room would result in a 10 foot by 10 foot by 10 foot room; and so on.

Only normal, inanimate things can be created - doors, pits, flowers, trees, cells, etc. Monsters, people, golems, and the like can't be created. The pigments must be applied to a surface (i.e., a floor, wall, ceiling, door, etc.).

From 1d4 containers of pigments will be found, usually with a single brush about 1 foot long with which to apply them. It takes 10 minutes to depict an object with pigments. Objects of value depicted by pigments - precious metals, gems, jewelry, ivory, etc. - will appear to be valuable but will really be made of tin, lead, paste gems, brass, bone, etc. Normal armor or weapons can, of course, be created.

Pearl of Power: This seemingly normal pearl of average size and coloration is a potent aid to a magic-user. Once a day, a *pearl of power* enables the possessor to recall any one spell slot that has been expended. Of course, the magic-user must have prepared that spell that day. The power of the pearl is determined by rolling percentile dice and consulting the table below:

D% Roll	Spell Slot Recalled
01-25	1 st
26-45	2 nd
46-60	3 rd
61-75	4 th
76-85	5 th
86-92	6 th
93-96	7 th
97-98	8 th
99	9 th
00	Recalls two spells of 1 st to 6 th level (d6)

One in 20 of these pearls is of opposite effect, causing a spell slot to be permanently lost and forgotten. These pearls can be gotten rid of only by means of a *Miracle* or *Wish*!

Pearl of the Sirines: This normal-seeming pearl radiates faintly of enchantment if magic is detected for. In any event, the stone will be very beautiful and worth at least 1,000 gp on this basis alone. If it is clasped firmly in hand (or to the breast) and the possessor attempts actions related to the pearl's power areas, he will understand and be able to employ the item.

The pearl enables its possessor to breathe in water as if he were in clean, fresh air. Underwater Movement Rate is 120'. The possessor is immune to ill effects from the poison touch of a sirine. The pearl must be within the general area of the possessor - less than 10 feet distant - to convey its powers to him.

Pearl of Wisdom: Although it appears to be a normal pearl, a *pearl of wisdom* causes a cleric to increase one point in Wisdom if he retains the pearl for one month. The increase happens at the end of 30 days, but thereafter the cleric or druid must keep the pearl with him or the point gain will be lost.

Note that one in 20 of these magical pearls is cursed to work in reverse, but once the point of Wisdom is lost, the pearl turns to powder; the loss is permanent barring some magical restoration means such as a *Wish* or *tome of understanding*.

Periapt of Foul Rotting: This engraved gem appears to be a gem of small value. If any character claims it as his own, he will contract a terrible rotting disease unless he succeeds at a DC 15 Constitution Saving Throw. This disease can be removed only by application of a *Remove Curse* or *Break Enchantment* spell followed by a *Cure Disease* and then a *Heal*, *Limited Wish*, *Miracle*, or *Wish* spell.

The rotting can also be countered by crushing a *periapt of health* and sprinkling its dust upon the afflicted character. Otherwise, the afflicted

loses 1 point each of Dexterity, Constitution, and Charisma per week beginning one week after claiming the item. When any score reaches 0, the character is dead. Each point lost due to the disease will be permanent regardless of subsequent removal of the affliction. *Restoration* and *Improved Restoration* spells can be used to restore reduced ability scores.

Periapt of Health: This gem appears exactly the same as a *periapt of foul rotting*, but the possessor will be immune from all diseases save that of the latter periapt so long as he has it on his person.

Periapt of Proof Against Poison: The *periapt of proof against poison* is indistinguishable from other periapts. The character who has one of these magical gems is allowed a Constitution Saving Throw against poison, even when that is normally disallowed. The Special Save column on the table below lists the Saving Throw DC for such poisons. The owner gets a bonus on all other poison saves. Roll 1d20 and consult the table below to determine the effectiveness of a particular periapt:

D20 Roll	Special Save DC	Save Bonus
1-8	18	+1
9-14	16	+2
15-18	14	+3
19-20	12	+4

Periapt of Wound Closure: This magical stone looks exactly the same as the others of this ilk. The person possessing it need never fear open, bleeding wounds because the periapt prevents them. In addition, the periapt doubles the normal rate of healing, or allows normal healing of wounds that would not do so normally.

Philosopher's Stone: This is a rare and magical substance that appears to be an ordinary, sooty black piece of rock. It radiates faintly of unknown magic. If the stone is broken open, a cavity will be discovered. The interior of this cavity is lined with a quicksilver which enables the transmutation of the base metals (iron and lead) into silver and gold. A magic-user with proficiency in *Craft: Alchemy* will be required to bring about such transmutation, however.

Either 50 to 500 pounds of iron can be made into silver (2,500 to 25,000 sp worth) or 10 to 100 pounds of lead can be turned into gold (500 to 5,000 gp worth) from a single *philosopher's stone*. Transmutation must be made fully upon the first attempt; all the quicksilver being employed at one time.

Two other substances may be found in a *philosopher's stone* instead of the quicksilver described above, at the DM's discretion. If he decides there's something different in the stone, there is a 75% chance that a greenish, crystalline salt will be found. This allows the manufacture of 1d4 *potions of longevity*. There is a 25% chance that a white powder will be found in a stone. When mixed with a *potion of longevity*, this can actually restore life to a dead human or demihuman. The mixture must be administered internally within one week of the creature's demise (see the *Raise Dead* spell).

Phylactery of Faithfulness: There is no means to determine what function this device performs until it is worn. The wearer of a *phylactery of faithfulness* will be aware of any action or item that will adversely affect his alignment and standing with his deity. He acquires this information prior to performing the action or becoming associated with such an item, if a moment is taken to contemplate the action. The phylactery must be worn normally by the cleric, of course.

Phylactery of Long Years: This device slows the aging process by 25% for as long as the cleric or druid wears it. The reduction applies even to magical aging. Thus, if a cleric dons the phylactery at age 20, he will age nine months in every 12 that pass; in 12 chronological years, he will have aged just nine years, and will be 29 (physically) rather than 32. One in 20 of these devices is cursed to operate in reverse.

Phylactery of Monstrous Attention: While this arm wrapping appears to be a beneficial device, it actually draws the attention of supernatural creatures of exactly the opposite alignment of the cleric or druid wearing it.

This results in the wearer being plagued by powerful and hostile creatures whenever he is in an area where such creatures are or can appear. If the wearer is of 10th or higher level, the attention of his deity's most powerful enemy will be drawn, causing this being to interfere directly.

Once donned, a *phylactery of monstrous attention* cannot be removed without a Miracle or Wish spell.

Pipes of Haunting: This magical item appears to be a small set of pan pipes. If checked, it faintly radiates magic. When played by a person proficient in the Performance: Woodwind instruments skill, the pipes create an eerie, spell-binding tune. A listener will think the source of the music is somewhere within 30 feet of the musician. Those hearing the tune and not aware of the piper must make a DC 15 Charisma Saving Throw or become nervous. Those who fail suffer a -4 penalty to morale checks (NPCs only) and a -2 penalty to attack rolls.

Pipes of Pain: These appear to be like any other standard or magical set of pipes with nothing to reveal their true nature. When played by a character proficient in the Performance: Woodwind instruments skill, the pipes create a wondrous melody, surpassing any sound ever heard. All within 30 feet, including the piper, must make a DC 15 Charisma Saving Throw or be enchanted by the sound. So long as the pipes are played, no one will attack or attempt any action if affected.

As soon as the piping stops, all those affected will be stricken by intense pain at even the slightest noise, causing 1d4 points of thunder damage per round. This pain will last for 2d4 rounds. Thereafter, the least noise will cause the victim to wince, sickening them (PHB 232). The effect can be negated only by a Forget, Break Enchantment, or Remove Curse spell.

Pipes of Sounding: When played by a character proficient in the Performance: Woodwind instruments skill, these pipes can be used to create a variety of sounds. To a listener the source of the sound will seem to be anywhere within 60 feet of the piper. The possible sounds that can be created are: wind blowing, laughter, whistling, bird calls, moaning, footsteps, crying, mumbled voices, screams, running water, or creaking. A DC 15 Perception skill check will reveal that these noises are illusory. (Note: The DM can rule that other similar sounds are possible.)

Pipes of the Sewers: These wooden pipes appear ordinary, but if the possessor is proficient in the Performance: Woodwind instruments skill, he can attract from 10-60 (1d6 x 10) giant rats (80%) or 30-180 (3d6 x 10) normal rats (20%) if either or both are within 400 feet.

For each 50-foot distance the rats have to travel, there will be a 1 round delay. The piper must continue playing until the rats appear, and when they do so, they are 95% likely to obey the piper so long as he continues to play. If for any reason the piper ceases playing, the rats summoned will leave immediately. If they are called again, it is 70% probable that they will come and obey, 30% likely that they will turn upon the piper.

If the rats are under control of a creature such as a vampire, the piper's chance of taking over control is 30% per round of piping. Once control is assumed, there is a 70% chance of maintaining it if the other creature is actively seeking to reassert its control.

Portable Hole: A portable hole is a circle of magical cloth spun from the webs of a phase spider interwoven with strands of ether and beams of Astral plane luminaries. When opened fully, a portable hole is 6 feet in diameter, but it can be folded as small as a pocket handkerchief. When spread upon any surface, it causes an extra-dimensional hole 10 feet deep to come into being. This hole can be "picked up" from inside or out by simply taking hold of the edges of the magical cloth and folding it up. Either way, the entrance disappears, but anything inside the hole remains.

The only oxygen in the hole is that allowed by creation of the space, so creatures requiring the gas cannot remain inside for more than 10 minutes or so without opening the space again by means of the magical cloth. The cloth does not accumulate weight even if its hole is filled (with gold, for example). Each *portable hole* opens on its own particular non-dimensional space.

If a *bag of holding* is placed within a *portable hole* a rift to the Astral Plane is torn in the space, and both the bag and the cloth are sucked into the void and forever lost. If a *portable hole* is placed within a *bag of holding*, it opens a gate to another plane and the hole, bag, and any creatures within a 10-foot radius are drawn to the Astral Plane. Both the *portable hole* and *bag of holding* are destroyed in the process.

Pouch of Accessibility: This normal-seeming pouch is actually a strongly magicked item which can contain up to 300 lbs. in 30 specially constructed pockets within it. Each pocket, in turn, holds a maximum of 10 lbs., or one cubic foot of volume, whichever is reached first.

This device also enables the possessor to open it and call forth the item(s) desired. Merely speaking the name of a desired object causes it to appear at the top of the pouch, ready for instant grasp.

These items are similar to *bags of holding* and *portable holes*, and the strictures about placement within such magical spaces apply fully. The pouch weighs 1 lb. empty and 4 lbs. when filled.

Quaal's Feather Token: *Feather tokens* are small magical devices of various forms to suit special needs. The types of tokens are listed below. Other token-types can be created as desired. Each token is usable once. To determine the type of *feather token* discovered, consult the following table:

D20 Roll	Tokens
1-4	Anchor
5-7	Bird
8-10	Fan
11-13	Swan Boat
14-18	Tree
19-20	Whip

Anchor: A token useful to moor a craft in water so as to render it immobile for up to one full day.

Bird: A token that can be used to drive off hostile avian creatures (DC 15 Saving Throw or they flee in fear) or as a vehicle of transportation equal to a roc (see the *Monstrous Manual*) of the largest size (24 hour duration).

Fan: A token that forms a huge flapping fan which can cause a strong breeze in an area large enough to propel one ship. This wind is not cumulative with existing wind speeds - if there is already a strong breeze blowing, this cannot be added to it to create severe winds. It can, however, be used against it to create an area of relative calm or lesser winds (though this will not affect wave size in a storm, of course). The fan can be used up to 8 hours each day (24 hours). It will not function on land.

Swan boat: A token that forms a huge swanlike boat capable of swimming at a rate of 120' and carrying eight horses and gear or 32 men or any equivalent combination (8 hour duration).

Tree: A token that causes a great oak to spring into being (6 foot diameter trunk, 60 foot height, and 40 foot top diameter).

Whip: A token that causes a huge leather whip to appear and be wielded against any opponent desired. It strikes as +1 weapon with a +9 bonus to its attack rolls. Those struck suffer 1d6+1 points of slashing damage and must make a DC 15 Strength Saving Throw or be bound fast for 1d6+1 rounds. The whip has a duration of 1 hour. (See the *sword of dancing* on page 152).

Quiver of Ehlonna: This appears to be a typical arrow container capable of holding about 20 arrows. It has an aura of alteration if magic is detected for, and examination shows that it has three distinct portions.

The first and smallest one can contain up to 60 objects of the same general size and shape as arrows. The second, slightly longer, compartment will hold up to 18 objects of the same general size and shape as a javelin. The third and longest portion of the case will contain as many as six objects of the same general size and shape as a bow - spears or staves, for example.

Such a quiver is always found empty, but once the owner has filled it, he can command the quiver to produce any stored items he wishes each round as a free action.

Robe of the Archmagi: This normal-appearing garment can be white (45% - good alignment), gray (30% - neutral, but neither good nor evil, alignment), or black (25% - evil alignment). Its wearer gains the following powers:

1. It serves as AC 15 *bracers of defense*.
2. The robe confers Magic Resistance of 1.
3. It grant a +1 bonus to Saving Throws (as a *ring of protection*).
4. The robe gives the magic-user a +4 bonus to Concentration

Checks to overcome Magic Resistance when casting any of the following spells: Charm Monster, Charm Person, Friends, Hold Monster, Hold Person, Polymorph Other, Suggestion. The target of any of these spells suffers a -4 penalty to their Saving Throw as well.

The color of a *robe of the archmagi* is not determined until it is donned by a magic-user. If a white robe is donned by an evil magic-user, he suffers 11d4+7 points of psychic damage and loses (11d4+7) x 1,000 experience points. The reverse is true with respect to a black robe donned by a good aligned magic-user. An evil or good magic-user putting on a gray robe, or a neutral magic-user donning either a white or black robe, incurs 6d4 points psychic damage, 6,000-24,000 experience points loss, and the wearer will be moved toward the alignment of the robe by its enchantments (i.e., he will feel himself urged to change alignment to that of the robe, and he will have to make an effort to maintain his old alignment).

Robe of Blending: This ordinary-appearing robe cannot be detected by magical means. When it is put on, however, the wearer will know that the garment has very special properties. A *robe of blending* enables its wearer to blend in with his surroundings. This grants the wearer a +5 bonus to Stealth checks.

It can also be used to cast Alter Self (PHB 86) for up to 1 hour per day.

Robe of Eyes: This valuable garment appears to be a normal robe until it is put on. Its wearer is able to "see" in all directions due to scores of magical "eyes" which adorn the robe. The wearer also gains both Darkvision 60' and Twilight Vision, and the power to see displaced or out-of-phase objects and creatures in their actual positions (negating the effects of Blur spells or the natural ability of displacer beasts). The *robe of eyes* sees all invisible things within 60'.

Invisibility, *dust of disappearance*, *robes of blending*, and Improved Invisibility are not proof against observation, but astral or ethereal things cannot be seen by means of this robe. Solid objects obstruct even the robe's powers of observation. Illusions and secret doors also can't be seen, but creatures camouflaged or hidden in shadows are easily detected, granting the wearer a +5 bonus to all Perception checks based on sight and on all Survival skill checks made to track others.

The wearer of the robe suffers a -4 penalty to all Saving Throws versus gaze attacks and sight-based spells such as Hypnotic Pattern and Color Spray.

Robe of Powerlessness: A *robe of powerlessness* appears to be a robe of another sort, and detection will discover nothing more than the fact that it has a magical aura. As soon as a character dons this garment, he drops to 3 Strength and 3 Intelligence if he fails a DC 15 Intelligence Saving Throw, forgetting all spells and magical knowledge.

The robe can be removed easily, but in order to restore mind and body, the character must have an Exorcise, Remove Curse, or Break Enchantment spell and then a Heal spell placed upon him.

Robe of Scintillating Colors: This garment appears quite normal, but a magical aura is detectable. Only a wearer with an Intelligence of 15 or higher and a Wisdom of 13 or more can cause a *robe of scintillating colors* to function. If Intelligence and Wisdom are sufficient, the wearer can cause the garment to become a shifting pattern of incredible hues, color after color cascading from the upper part of the robe to the hem in sparkling rainbows of dazzling light.

This effect sheds light in a 30-foot diameter sphere, and it has the power to hypnotize up to 10 Hit Dice of opponents, making them unable to attack the wearer. A full round passes before the colors begin "flowing" on the robe. Each round after that, any opponent who fails a DC 15 Wisdom Saving Throw will stand hypnotized and transfixed for 1d4+1 rounds. Attacks (including offensive spells or powers) made against a hypnotized target breaks the effect for that target.

Furthermore, while the robe is scintillating, its wearer gains heavy concealment (+2 to Armor Class).

Use of the robe requires concentration on the part of its wearer. While the wearer still can move and attack, he is unable to cast spells or use other abilities (such as psionics) that require concentration.

Robe of Stars: This rather ordinary-appearing garment seems typical of apparel worn by a magic-user. However, it will radiate a strong aura of alteration and evocation if examined for magic. The robe enables its

wearer to travel physically on the Astral Plane, along with all that he is wearing or carrying. The garment also enables the wearer to survive comfortably in the void of outer space. In other situations, the robe gives its wearer a +1 bonus to all Saving Throws.

The robe is embroidered with stars, and the wearer can use up to six of these as thrown weapons. Each star is the equivalent of a +5 dart with a base damage of 2d4 points of piercing damage. The special star weapons are located on the chest portion of the robe. If the wearer does not use all of these missiles, they will replace themselves magically at the rate of one per day. If all six are used, all of the robe's traveling and missile powers are gone forever.

Robe of Useful Items: This appears to be an unremarkable item of apparel, but a magic-user who dons it will note that it is adorned with small cloth patches of various shapes. Only the wearer of the robe can see, recognize, and detach these patches. One patch can be detached each round. Detaching a patch causes it to become an actual item, as indicated below. A *robe of useful items* always begins with two each of the following patches:

Dagger
Lantern (filled and lit)
Mirror (large)
Pole (10-foot length)
Rope (50' coil of silk rope)
Sack (large)

In addition, the robe will have 4d4 items which must be diced for. Roll 4d4 to determine how many additional items a robe has and then percentile dice to determine specific items:

D100 Roll	Result
01-08	Bag of 100 gold pieces
09-15	Coffer (½' x ½' x 1'), silver (500 gp value)
16-22	Door, iron (up to 10 feet wide and 10 feet high and barred on 1 side. It must be placed upright, will attach and hinge itself.)
23-30	Gems, 10 of 100 gp value each
31-44	Ladder, wooden (24 feet long)
45-51	Mule (with saddle bags)
52-59	Pit (10 cubic feet), open
60-68	Potion of extra healing
69-75	Rowboat (12 feet long)
76-83	Scroll of one randomly determined spell
84-90	War dogs, pair
91-96	Window (2 feet by 4 feet - up to 2 feet deep)
97-00	Roll twice more

Multiple items of the same kind are permissible. Once removed, items are never replaced.

Robe of Vermin: This magical-seeming garment will radiate a dim aura of enchantment if magic is detected for. The wearer will notice nothing unusual when the robe is donned, and it will actually convey some magical power at that time - *protection +1*, for example. However, as soon as the wearer is in a situation requiring concentration and action against hostile opponents, the true nature of the garment will be revealed: The wearer immediately suffers a multitude of bites from the insects that magically infest the garment. He must cease all other activities in order to scratch, shift the robe, and generally show signs of extreme discomfort from the movement and biting of these pests, as per the Irritation spell (PHB 130).

The garment can't be removed except by means of an Exorcise, Remove Curse, Break Enchantment, or similar magic.

Rope of Climbing: A 60-foot long *robe of climbing* is no thicker than a slender wand and weighs no more than three pounds, but it is strong enough to support 3,000 pounds. Upon command, the rope will snake forward, upward, downward, or any other direction at 10 feet per round and attach itself securely wherever desired. It will return or unfasten itself in a similar manner. A *robe of climbing* can also be commanded to knot itself. This causes large knots to appear at 1-foot intervals along the rope. Knotting shortens the rope to a 50-foot length until the knots are untied. One end of the rope must be held by a character when its magic is invoked.

Rope of Constriction: This rope looks exactly like a *rope of climbing* or *entanglement*. As soon as it is commanded to perform some action, however, it lashes itself about the neck of the character holding it, and from 1d4 others within 10 feet. The rope gets a +10 bonus to all Athletics checks it makes to Grapple opponents.

A target who fails to beat this roll with an Athletics skill check takes 2d6 points of crushing damage each round until they escape, a Dispel Magic is successfully cast upon the rope, or it is destroyed. Anyone brought to 0 or less Hit Points by the rope is strangled and dies of suffocation.

The rope is AC 20 and takes 30 points of damage to cut through. It has resistance to bludgeoning damage. Damage under 30 points will repair itself in 1 hour. If a *rope of constriction* is severed, it is destroyed.

Rope of Entanglement: A *rope of entanglement* looks just like any other magical rope. Upon command, the rope lashes forward 20 feet or upward 10 feet to entangle, as the Entangle spell (DC 14), up to eight man-sized creatures. For purposes of entanglement, creatures of different sizes are assigned values, as follows:

Size	Value
Tiny	.33*
Small	.5*
Medium	1
Large	3
Huge	4
Gigantic	8

* Round up.

Add the values of all creatures entangled to determine how many are affected by the rope. For example, the rope could entangle up to 24 Tiny creatures or 2 Huge creatures. Any combination of sizes is possible as long as the total value doesn't exceed eight.

The rope is AC 20 and takes 30 points of damage to cut through. It has resistance to bludgeoning damage. Damage under 30 points will repair itself in 1 hour. If a *rope of entanglement* is severed, it is destroyed.

Rug of Smothering: This finely woven carpet resembles a *carpet of flying* and will detect as magical. The character seating himself upon it and giving a command will be surprised, however, as the *rug of smothering* rolls itself tightly around him, suffocating him (PHB 60). The rug cannot be physically prevented from wrapping itself, and it can be prevented from smothering its victim only by the casting of any one of the following spells: Animate Object, Break Enchantment, Exorcise, Hold Plant, Limited Wish, Miracle, Remove Curse, or Wish.

Rug of Welcome: A rug of this type appears exactly the same as a *carpet of flying*, and it performs the functions of one (6-foot by 9-foot size), but a *rug of welcome* has other, additional powers. Upon command it will function as a *rug of smothering*, entrapping any creature up to ogre-size which steps upon it.

A *rug of welcome* can also elongate itself and become as hard and strong as steel, the maximum length being 30 feet by 2 ½ feet. In this form, it can serve as a bridge, barricade, etc. In this latter form it is AC 20 and will take 100 points of damage to destroy, with resistance to both slashing and piercing damage. Finally, the possessor need only utter a word of command, and the rug will shrink to half size for easy storage and transportation.

Saw of Might Cutting: This notched adamantite blade is 12 feet long and over 1 foot wide. It requires 19 or greater Strength to operate alone, or two people of 17 or greater Strength working in tandem. The blade will slice through a 1-foot diameter tree in three rounds, a 2-foot thick hardwood tree in 2 minutes, or a 4-foot thick trunk in 8 minutes. After 1 hour of cutting with the saw, the character or characters must rest for 1 hour before doing any further work.

Scarab of Death: This small pin appears to be any one of the various beneficial amulets, brooches, or scarabs. However, if it is held for more than one round or placed within a soft container (bag, pack, etc.) within 1 foot of a warm, living body for one turn, it changes into a horrible burrowing beetle-like creature. The thing will tear through any leather or cloth, burrow into flesh, and reach the victim's heart in a single round, causing death unless that victim succeeds at a DC 15 Dexterity Saving Throw. On a successful save, the beetle is successfully brushed off before it manages to burrow into its victim, but still deals

2d6 points of slashing damage.

One cast aside, or once it has killed its victim, the beetle returns to its scarab form. (Placing the scarab in a container of hard wood, ceramic, bone, ivory, or metal will prevent the monster from coming to life.)

Scarab of Enraging Enemies: When one of these devices is displayed and a command uttered, all intelligent hostile creatures within a 40-foot radius must make a DC 15 Charisma Saving Throw or become enraged, as per the Emotion spell (PHB 111).

Those whose Saving Throws succeed may perform normally; enraged enemies fly into a berserk fury and attack the nearest creature, even their own comrades.

The rage lasts for 1d6+6 rounds, and during this period, the enraged creatures will attack continually, without reason or fear, moving on to attack other creatures nearest them if initial opponents are slain. A scarab of this type contains from 1d6+18 charges.

Scarab of Insanity: This item is indistinguishable from any other amulet, brooch, or scarab. When displayed and a command word is spoken, all other creatures within a 20-foot radius must make a DC 15 Wisdom Saving Throw. Those failing the save are completely insane (as per Confusion, PHB 99) for 1d4+8 rounds. The scarab has 1d8+8 charges.

Scarab of Protection: This device appears to be any one of the various magical amulets, stones, etc. It gives off a faint magical aura, however, and if it is held for one round, an inscription will appear on its surface letting the holder know it is a protective device.

The possessor gains a +1 bonus to all Saving Throws versus magic. If no save is normally possible, he gets a one at a DC of 20. Thus, this device allows a DC 20 Saving Throw against *magic missile* attacks, for example. Most arcane spells would default to Intelligence Saving Throws while divine spells would default to Wisdom saves. For spell-like abilities, use the Saving Throw category that best matches the ability's effects.

The scarab can also absorb up to 12 level-draining attacks (two level drains count as two absorbings), including Enervation and Energy Drain spells (PHB 112-113). However, upon absorbing 12 such attacks the scarab turns to powder - totally destroyed.

One in 20 of these scarabs will be a cursed item, giving the possessor a -2 penalty to his Saving Throws. However, one in five of these cursed items will become a +2 scarab if the curse is removed by a cleric of 16th level or higher. In this case, the scarab will have absorption capability of 24 rather than 12.

Scarab Versus Golems: This magical pin enables its wearer to detect any golem within 60 feet, although he must concentrate in order for the detection to take place. Furthermore, the scarab enables its possessor to combat a golem, with hand-held or missile weapons, as if it were a normal monster, with no special defenses. Each scarab has this effect with regard to a different sort of golem. Roll percentile die and consult the table below:

D% Roll	Golem Type	XP
01-30	Flesh	400
31-55	Clay	500
56-75	Stone	600
76-85	Iron	800
86-95	Flesh, Clay, Wood	900
96-00	Any golem	1,250

Sheet of Smallness: A magical item of this sort appears to be nothing more than a well-made piece of material - possibly some sort of covering or sheet woven of very fine linen or silk. One side will have a larger pattern than the other, or perhaps one side will be white, the other black. In any event, there will be an aura of alteration detectable from this cloth if magic is checked for.

This item causes any magical item wrapped within it to shrink to 1/16 its normal size and weight as per the Shrink Item spell (PHB 160).

If the item is then wrapped in the sheet so as to be touching the reverse side of the material, it will grow back to its normal size and weight. Note that this item has no effect on artifacts, relics, or living material - it affects only non-living, ordinary magical items - and no item shrunk in this fashion is functional or usable while in reduced form. Change in size requires two rounds to accomplish, either in shrinking or restoring to normal size.

Slippers of Spider Climbing: These shoes appear unremarkable, although they will give off a faint aura of alteration magic if detected for. When worn, a pair of these slippers enable the individual to move at normal Movement Rate on vertical surfaces or even upside down along ceilings, with hands free to do whatever the wearer desires. Extremely slippery surfaces - ice, oiled, or greased surfaces - make these slippers useless.

Sovereign Glue: This pale amber substance is thick and viscous. Because of its particular powers, it can be contained only within a flask coated with *oil of slipperiness*, and each time any of the bonding agent is poured from the flask, a new application of the *oil of slipperiness* must be put on the flask within one round to prevent the remaining glue from adhering to the side of the container.

One ounce of the adhesive will cover approximately one square foot of surface, bonding virtually any two substances together in a permanent union. The glue takes one full round to set; if the objects are pulled apart before that time has elapsed, that application of the glue will lose its stickiness and be worthless. If the glue is allowed to set, then attempting to separate the two bonded objects will only result in the rending of one or the other except when *oil of etherealness* or *universal solvent* is applied to the bond - *sovereign glue* is dissolved only by those liquids. A typical container of the substance holds 1d10 ounces of glue.

Spade of Colossal Excavation: This digging tool is 8 feet long with a spade-like blade 2 feet wide and 3 feet long. Any fighter with 18 Strength can use this magical shovel to dig great holes. One cubic yard of normal earth can be excavated in one round. After (10 + CON modifier) rounds of digging, the user must rest for five rounds. Hard pan clay takes twice as long to dig, as does gravel. Loose soil takes only half as long.

Sphere of Annihilation: A *sphere of annihilation* is a globe of absolute blackness, a ball of nothingness 2 feet in diameter. A sphere is actually a hole in the continuity of the multiverse, a void. Any matter that comes in contact with a sphere is instantly sucked into the void, gone, utterly destroyed - even Wishes and similar magicks have no effect!

A *sphere of annihilation* is basically static, resting in some spot as if it were a normal hole. It can be caused to move, however, by mental effort. The brain waves of the individual concentrating on moving it bend spatial fabrics, causing the hole to slide.

The magic-user must be within 40 feet of a sphere when trying to establish control of a sphere. In order to gain control, the character must succeed at a DC 20 Concentration Check (PHB 76). If control is established, the magic-user may move the sphere at a rate of 15 feet (+5 additional feet at caster levels 10, 15, and 20) each round. A magic-user attempting to control the sphere, or actively controlling it, may not concentrate on any spell while doing so. They may still move, attack, and cast spells that do not require concentration.

Failure on the Concentration Check indicates that the magic-user has failed to gain control of the sphere. Furthermore, this roll must be repeated each round that control of the sphere is to be maintained, with failure indicating loss of control over the sphere.

Control the sphere allows it to moved, but if control is lost, the sphere will slide 15' toward the character attempting to move it. The sphere will continue to move in this direction for 1d4 rounds and as long as the magic-user is within 30 feet thereafter.

If two or more magic-users vie for control of a *sphere of annihilation*, they must make opposed Concentration Checks. The magic-user with highest, successful check result gains control for that round. If none are successful, the sphere will slip toward the magic-user with the lowest Concentration Check result. Control must be checked each round.

Should a Gate spell be cast upon a sphere, there is a 50% chance that the spell will destroy it, 35% that the spell will do nothing, and 15% that a gap will be torn in the spatial fabric, and everything in a 180 foot radius sphere will be catapulted into another plane or universe.

If a *rod of cancellation* touches a sphere, a tremendous explosion will occur as they negate each other. Everything within a 60 foot radius sphere will sustain 3d4 x 10 points of force damage.

See also *talisman of the sphere*, on page 146.

Stone Horse: Each item of this nature appears to be full-sized, roughly hewn statue of a horse, carved from some type of hard stone. A command word brings the steed to life, enabling it to carry a burden, and even to attack as if it were a warhorse. There are two sorts of steeds:

Courser: This *stone horse* travels at the same Movement Rate as a light horse (Movement Rate 120') and attacks as if it were a medium warhorse (three attacks for 1d6/1d6/1d3) but with a +5 Attack Bonus. It is Armor Class 17 and has 18 Hit Points. It makes Item Saving Throws with a +10 bonus.

Destrier: This *stone horse* travels at the same Movement Rate as a medium horse (Movement Rate 90') and attacks as if it were a heavy warhorse (three attacks for 1d8/1d8/1d3) but with a +5 Attack Bonus. It is Armor Class 19 and has 26 Hit Points. It makes Item Saving Throws with a +10 bonus.

A *stone horse* can carry 1,000 pounds tirelessly and never needs to rest or feed. Damage inflicted upon it can be repaired by first using a *stone to flesh* spell, thus causing the *stone horse* to become a normal horse. If then allowed to graze and rest, the animal will heal its wounds at the rate of one point per day. When it is fully healed, it will automatically revert to its magical form.

Stone of Controlling Earth Elementals: A stone of this nature is typically an oddly shaped bit of roughly polished rock. The possessor of such a stone need but utter a single command word and hold forth the stone, which requires an action, and an earth elemental of 12 Hit Dice size will come to the summoner if earth is available, an 8 Hit Dice elemental if rough, unhewn stone is the summoning medium. An earth elemental cannot be summoned from worked stone, but one can be from mud, clay, or even sand, although one from sand is an 8 Hit Dice monster. The elemental serves for 2 minutes (12 rounds) before returning to its home plane.



The area of summoning for an earth elemental must be at least 4 feet square and have four cubic yards volume. The elemental will appear on the following round, on the summoner's turn. For detailed information about elementals and their control see the *Monstrous Manual*. The stone can be used to summon one elemental per day.

Stone of Good Luck (Luckstone): This magical stone is typically a bit of rough polished agate or similar mineral. Its possessor gains a +1 bonus to Saving Throws and whenever ability checks are rolled to find whether the character suffers from some adverse happening (e.g. when making Balance checks to avoid slipping on ice, making an Athletics check to avoid a grapple, etc.)

Stone of Weight (Loadstone): This magical stone appears to be any one of the other sorts, and testing will not reveal its nature. However, as soon as the possessor of a *stone of weight* is in a situation where he is required to move quickly in order to avoid an enemy - combat or pursuit - the item causes the user to become heavily encumbered (PHB 57).

Furthermore, the stone cannot be gotten rid of by any nonmagical means - if it is thrown away or smashed, it will reappear somewhere on the character's person. If a Break Enchantment, Dispel Evil, Exorcise, or Remove Curse is cast upon a *loadstone*, the item will disappear and no longer haunt the individual.

Talisman of Pure Good: A cleric who possesses this item can cause a flaming crack to open at the feet of an evil cleric. The intended victim will be swallowed up forever and sent hurtling to the center of the earth unless he succeeds at a DC 15 Dexterity Saving Throw. The wielder of the talisman must be good, and if he is not exceptionally pure in thought and deed, the evil cleric will gain a +4 bonus on his Saving Throw.

A *talisman of pure good* has seven charges. It cannot be recharged. If a neutral cleric touches one of these magic stones, he will suffer 7d4 points of psychic damage. If an evil cleric touches one, he will suffer 12d4 points of psychic damage. Non-clerics will not be affected by the device.

Talisman of the Sphere: This is a small adamantite loop and handle which will be useless to non-magic-users. Characters of any other class touching a talisman of this sort will suffer 5d6 points of psychic damage. When held by a magic-user concentrating on control of a *sphere of annihilation*, a *talisman of the sphere* grants him a +5 bonus to Concentration Checks.

If control is established by the wielder of a talisman, he need check for continual control only every other round thereafter. If control is not established, the sphere will move toward the wizard at maximum speed. Note that a *wand of negation* will have no effect upon a *sphere of annihilation*, but if the wand is directed at the talisman it will negate its power of control as long as the wand is directed at it.

Talisman of Ultimate Evil: This device exactly resembles a *talisman of pure good* and is exactly its opposite in all respects. It has six charges.

Talisman of Zagy: A talisman of this sort appears exactly the same as a *stone of controlling earth elementals*. Its powers are quite different, however, and are dependent upon the Charisma and persuasiveness of the individual holding the talisman. Whenever a character touches a *talisman of Zagy*, a Persuasion skill check is made as if the individual were meeting a creature with an initial attitude on "Antipathy" (see "Social Interaction" on page 43).

If the skill check results in a reaction of "Antipathy", the device will act as a *stone of weight*, although discarding it or destroying it results only in 5d6 points of psychic damage and the disappearance of the talisman.

If a "Neutral" reaction results, the talisman will remain with the character for 1 day, or until its bearer makes a Wish upon it, whichever first occurs, and it will then disappear.

If a reaction of "Goodwill" or "Preferred" results, the character will find it impossible to be rid of the talisman for as many months as he has points of Charisma. The device will grant a bearer that it views favorably one Wish for every six points of the character's Charisma. It will also grow warm and throb whenever its possessor comes within 20 feet of a mechanical or magical trap. If the talisman is not held, its warning heat and pulses will be of no avail.

Regardless of which reaction result is obtained, when its time period

expires, the talisman will disappear. A base 10,000 gp diamond will remain in its stead.

Tome of Clear Thought: A work of this nature is indistinguishable from any normal book. Any single character who reads a *tome of clear thought* will be able to practice mental exercises that will increase his Intelligence by one point. Reading a work of this nature takes 48 hours over six days, and immediately thereafter the book disappears.

The reader must begin a program of concentration and mental discipline within one week of reading the tome. After a month of such exercise, Intelligence goes up. The knowledge gained from reading the work can never be recorded or articulated. Any further perusal of a *tome of clear thought* will be of no benefit to the character.

Tome of Leadership and Influence: This leather-and-brass-bound book is similar to a *tome of clear thought*, but upon completion of reading and practice of what was revealed therein, Charisma is increased by one point.

Tome of Understanding: Identical to a *tome of clear thought*, this work increases Wisdom by one point.

Universal Solvent: This strange and magical liquid appears to be some sort of minor oil or potion. Upon first examination, it seems to have the properties of both *oil of slipperiness* and a *potion of delusion*. However, if it is applied to any form of adhesive or sticky material, the solution will immediately dissolve it. Thus, for instance, the effect of *sovereign glue* will immediately be negated by this liquid, as will any other form of cement, glue, or adhesive. The area of effect of this liquid is one cubic foot per ounce, and a typical container holds 27 ounces.

If the liquid is carefully distilled to bring it down to one-third of its original volume, each ounce will dissolve one cubic foot of organic or inorganic material, just as if a *disintegrate* spell had been employed. If thrown or splashed on a target, the target must make a Dexterity Saving Throw or Item Saving Throw (if a magic item is targeted). The DC of this save is equal to the attack roll of the person hurling *universal solvent* as a weapon (or 18 if poured onto an unattended item or helpless victim).

Vacuous Grimoire: A book of this sort is identical to a normal one, although if a Detect Magic spell is cast, a magical aura will be noted. Any character who opens the work and reads so much as a single glyph therein must make two DC 15 Saving Throws. The first is an Intelligence save to determine if one point of Intelligence is lost or not; the second is a Wisdom save to find if two points of Wisdom are lost.

Once opened and read, the *vacuous grimoire* remains. To be destroyed, the book must be burned and an Exorcise, Remove Curse, or Break Enchantment spell cast. If the tome is placed with other books, its appearance will instantly alter to conform to the look of these other works.

Well of Many Worlds: This strange interdimensional device looks just like a *portable hole*. Anything placed within it is immediately cast to another world - a parallel earth, another planet, or a different plane at the DM's option or by random determination. If the well is moved, the random factor again comes into play. It can be picked up, folded, etc., just like a *portable hole*. Things from the world the well touches can come through the opening, just as easily as from the initiating place.

Wind Fan: A *wind fan* appears to be nothing more than a wood and papyrus or cloth instrument with which to create a cooling breeze. The possessor can, however, by uttering the correct word, cause the fan to generate air movement duplicating a Gust of Wind spell (PHB 124) for up to 1 minute. The fan can be used once per day with no risk. If it is used more frequently, there is a cumulative 20% chance per usage that the device will tear into useless, nonmagical tatters.

Wings of Flying: A pair of these magical wings appear to be nothing more than a plain cloak of old, black cloth. If the wearer speaks a command word, the cloak will turn into a pair of gigantic bat wings (20-foot span) and empower the wearer to fly for up to 4 hours per day at a Movement Rate of 90 (Maneuverability Class C).

They will support up to 500 pounds weight.

Armor and Shields

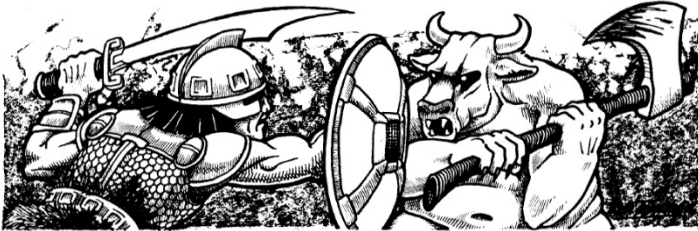
In this section, you will find descriptions of some very special kinds of armor and shields. Before adding these to your campaign, however, be sure you are fully familiar with the armor gradation system:

For each +1 magical bonus of the armor, regardless of the type of armor, the Armor Class Bonus of the armor improves by 1. A magical shield's Armor Class Bonus Class also improves by 1 for each +1 magical bonus. Note, however, that Armor Class can never be improved beyond 30.

55% of all armor found (except for *elven chain mail*) is sized to fit humans, half-elves, or half-orcs, and 25% is sized to fit elves (as well as smaller half-elves), 10% fits dwarves, and 10% is sized to fit gnomes and halflings. *Elven chain mail* and *elven chain shirt* sizing is detailed in the descriptions of those armors below.

To determine the magical item found, roll for the type of armor on table below and then on the Magical Bonus table below. If a Special armor is found, roll on the Special Armor table below. Some armor types (e.g. banded mail, brigandine, ring mail, and scalemail) are equivalent to armor types listed in the Player's Handbook (page 43). Use the listed statistics listed for that equivalent armor when determining cost, AC Bonus, Maximum DEX Bonus, Weight, and armor category (i.e. Light, Medium, or Heavy). Special armor and shields are described below:

Armor with a +4 bonus must be forged from special meteorite iron steel, while +5 armor is made from adamantite alloyed steel.



Using Magic Armor and Shields

Magical armor and shields simply have to be worn in order to be activated. Unless stated otherwise, *magical armor* operates continuously and requires neither thought nor action on the part of its owner.

Some magical armors have abilities that must be activated. Although this activation sometimes requires a command word, usually it means mentally willing the activation to happen (either method of activation requires a free action). The description of an item states whether a command word is needed in such a case.

Random Armor and Shields Table (D20)

D20 Roll	Armor Type
1	Banded mail (Splint mail)
2	Brigandine (Chain shirt)
3-5	Chainmail
6	Full plate
7-8	Leather
9-12	Platemail
13	Ring mail (Chain shirt)
14	Scalemail (Chain shirt)
15	Shield, large
16-17	Shield, small
18	Splint mail
19	Studded leather
20	Special Armor

Magical Bonus		
D20 Roll	Bonus	XP Value
1-2	-1	—
3-10	+1	500
11-14	+2	1,000
15-17	+3	1,500
18-19	+4	2,000
20	+5	3,000

Special Armor

D20 Roll	Armor Type	XP Value
1-2	Armor of Blending	+500
3-4	Armor of Command	1,500
5-6	Armor of Missile Attraction	— *
7-8	Armor of Rage	— *
8	Banded Mail of Luck	2,500
9	Elven Chainmail	1,000
10	Elven Chain Shirt	1,000
11	Full Plate of the Deep	3,500
12	Plate Mail of Etherealness	5,000
13-14	Plate Mail of Fear	1,500
15-16	Plate Mail of Vulnerability	—
17-18	Shield, Large, +1, +4 vs. Missiles	1,000
19-20	Shield -1, Missile Attractor	—

* No experience points are gained, regardless of the amount of additional AC protection the item provides.

Descriptions of Magical Armor and Shields

Armor of Blending: This appears to be a normal suit of magical armor (determine type and AC modifier normally, ignoring negative results). However, upon command (a command word can be assigned if the DM desires), the armor changes shape and form, assuming the appearance of a normal set of clothing. The armor retains all its properties (including weight) when disguised. Only a True Seeing spell will reveal the true nature of the armor when disguised.

Armor of Command: This finely crafted plate mail radiates a powerful aura of magic. When worn, the armor bestows a dignified and commanding aura upon its owner. The wearer is treated as if he had a Charisma of 18. Friendly troops within 360 feet of the user have their Morale Score increased by 2. Otherwise, the armor functions as *plate mail* +1. Since the effect arises in great part from the distinctiveness of the armor, the wearer cannot hide or conceal himself in any way and still have the effect function.

Armor of Missile Attraction: This armor appears to be a normal suit of magical armor (determine type and modifier normally). However, the armor is cursed and actually serves to attract ranged attacks. The wearer is more likely to be selected as a random target of ranged attacks than normal.

In cases where each person is the target of a set number of ranged attacks (most often in large combats), the wearer counts as 3 combatants for the purpose of determining the number of ranged attacks aimed at him. Furthermore, the magical protection of the armor does not apply against ranged attacks. The true nature of the armor will not reveal itself until the character is fired upon in earnest - simple experiments (throwing rocks, etc.) will not suffice.

Armor of Rage: This armor is identical in appearance to *armor of command* and functions as a suit of *plate mail* +1. However, when worn, the armor takes a -6 penalty to Charisma (to a minimum of 3). This effects the Morale Score of friendly troops within 360 feet of the user. The effect is not noticeable to the wearer or those affected (i.e., characters will not immediately notice that donning the armor is the cause of their problems).

Banded Mail of Luck: Ten 100 gp gems adorn this +3 *banded mail*. Once per day, the armor allows its wearer to require that an attack roll made against him be rerolled. He must take whatever consequences come from the second roll. The wearer's player must decide whether to have the attack roll rerolled before damage is rolled.

Elven Chainmail: This extremely light chainmail is made of very fine mithral links (see Special Materials on page 20 for more details). It is considered to be light armor and weighs 15 pounds (rather than 17½ lbs.) due to elven expertise in working with this rare metal. This armor is so fine and non-encumbering that magic-users proficient in the use of light armor (such as fighter/magic-users) may cast spells in elven chain without impairment. Elven chain is not magical armor.

It is rarely sized to fit anyone other than an elf or a half-elf. Roll percentile dice and consult the following table to ascertain what size character a suit of *elven chain mail* will fit:

D% Roll	Size of Elven Chain Mail
01-10	Gnome or halfling
11-15	Dwarf
16-80	Elf and smaller half-elves
81-00	Humans, half-elves, and half-orcs

Elfin Chain Shirt: This extremely light chain shirt is made of very fine mithral links (see Special Materials on page 20 for more details). It is considered to be light armor and weighs 10 pounds (rather than 12½ lbs.) due to elven expertise in working with this rare metal. Elven chain is not magical armor.

This armor is so fine and non-encumbering that magic-users proficient in the use of light armor (such as fighter/magic-users) may cast spells in elfin chain without impairment.

It is rarely sized to fit anyone other than an elf or a half-elf. Roll percentile dice and consult the following table to ascertain what size character a suit of *elfin chain shirt* will fit:

D% Roll	Size of Elven Chain Mail
01-10	Gnome or halfling
11-15	Dwarf
16-80	Elf and smaller half-elves
81-00	Humans, half-elves, and half-orcs

Full Plate of the Deep: This +1 *full plate* is decorated with a wave and fish motif. The wearer of *plate armor of the deep* is treated as unencumbered and unarmored when making Athletics skill checks to swim. The wearer can breathe underwater and can converse with any creature with a language that breathes water.

The armor has the ability to grant its wearer Freedom of Movement (PHB 121) once per day for up to 1 hour.

Plate Mail of Etherealness: This is seemingly normal *plate mail* +5, but if a command word is spoken, the suit enables its wearer to become ethereal, as if *oil of etherealness* had been used. While in the ethereal state the wearer cannot attack material creatures.

There are 20 charges placed upon *plate mail of etherealness*. Once used, these cannot be replaced or recharged. Furthermore, every five uses reduces the bonus of the armor by one: If five charges are used to become ethereal, the armor is +4, if 10 are used it is +3, +2 if 15 are used, and only +1 if all 20 are exhausted.

Plate Mail of Fear: This armor functions as normal *plate mail* +1. However, it is imbued with 2d12 Fear (PHB 116) charges. Upon uttering the command, a charge is spent and the wearer radiates an aura of fear. Unlike the spell, this aura radiates in a 30 foot radius sphere rather than a 30 foot cone.

All creatures (except the one wearing the armor) within this aura must make a DC 15 Charisma Saving Throw or flee in panic for 1d4+1 rounds. When all charges are spent, the armor functions as normal *plate mail* +1. It cannot be recharged.

Plate Mail of Vulnerability: This appears to every test to be magical *plate mail* +1, +2, or +3, but it is actually *cursed plate mail* -2, -3, or -4. The armor's great vulnerability will not be apparent until an enemy successfully strikes a blow in anger with desire and intent to kill the wearer. The armor will fall to pieces when an opponent strikes the wearer with a "natural 20".

Shield, large, +1, +4 Versus Missiles: This is a large shield with a +1 Armor Class Bonus against melee attacks, but a +4 Armor Class Bonus against ranged attacks. More importantly, the shield has a 20% chance of negating *magic missile* attacks (from a frontal position).

Shield -1, Missile Attractor: This cursed shield is not distinguishable from a useful magical shield. This not only makes the bearer equivalent to a shieldless person, it also makes the wearer more likely to be selected as a random target of ranged attacks than normal.

In cases where each person is the target of a set number of ranged attacks (most often in large combats), the wearer counts as 3 combatants for the purpose of determining the number of ranged attacks aimed at him. Furthermore, the magical protection of the shield does not apply against ranged attacks.

Weapons

Magical weapons normally apply their bonuses (+1, +2, +3, +4, or +5) to both attack and damage rolls. Any weapon that is not totally self-explanatory is detailed in one of the Weapon Descriptions below. Weapons with a +4 bonus must be forged from special meteorite iron steel, while +5 weapons are made from adamantite alloyed steel.

Most weapons are of the specific type listed. However, 60% of swords are long swords, 10% are broad swords, 15% are short swords, 5% are scimitars, 5% are bastard swords, and 5% are great swords, unless the description of a specific item indicates otherwise. Magical polearms, bows, crossbows, flails, maces, and picks can be of any type desired unless otherwise noted in the item's description. Other unusual weapons may have special restrictions given in their description.

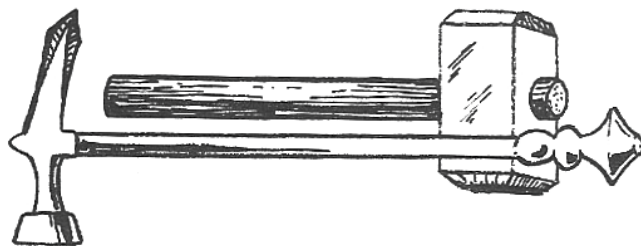
To determine the type of magical weapon found, roll once on Weapon Type table below. Then roll on Magical Bonus table to determine the plus (or minus) of the weapon. If a Special Weapon result is rolled, roll on Special Weapon table to determine the exact weapon found. A range of numbers in parentheses is the number of items found.

Other Qualities of Magical Weapons

Intelligent Weapons: One of the rare and more significant properties of a magical weapon is the chance that it is intelligent. The feature is most common among swords, but there are occasional instances of other weapons possessing intelligence. The chance of intelligence varies according to the type of weapon.

Swords have a 25% chance of some form of intelligence. Other melee weapons (axes, spears, polearms, etc.) have a 5% chance of intelligence, provided they do not already possess special powers. Ranged weapons and their ammunition (including bows, crossbows, arrows, nets, and bolts) never possess intelligence. Single-use items and those items never possess intelligence.

If you determine that a weapon is intelligent, it will have one or more special powers. It may also have a special purpose or limitations on its use. This information is found under Intelligent Weapons on page 154.



Light Generation: The DM can rule that magical weapons (particularly swords, daggers, and +3 or greater items) shed light and can't be concealed when drawn. However, a magical sword should never glow until the wielder is aware of its magical properties - the light-giving property of a weapon should never be used as an excuse to identify a magical item. Note that the *flame tongue*, *frost brand*, *holy avenger*, *life stealing*, and *sharpness* swords have special properties with regard to light. These are dealt with in the individual weapon descriptions. The light of a magical weapon provides bright light in a 15' radius sphere unless otherwise noted in the weapon's description.

Ranged Weapons: A nonmagical arrow, bolt, or sling bullet fired from a magical bow, crossbow, or sling is a nonmagical missile. If magical arrows, bolts, or sling bullets are used in conjunction with a magical bow, crossbow, or sling, use the better bonus for the attack roll and the magical bonus of the arrow, bolt, or sling bullet to determine the damage bonus for the attack (and to determine whether or not it overcomes a creature's weapon immunities).

When a magical arrow, bolt, or sling bullet misses its target, there is a 50% chance it will break or otherwise be rendered useless. A magical arrow, bolt, or sling bullet that hits is destroyed.

Unknown Qualities: Whenever a weapon has some unknown quality - such as the Wishes in a *luck blade* - the DM should keep the information handy whenever the possessor of the weapon is playing.

Random Weapons Table (D6)

Weapon Type (D6)

Subtable A (1-2)		Subtable B (3-6)	
D20 Roll	Weapon	D20 Roll	Weapon
1-2	Arrow (3d6)	1	Pole Arm
3-4	Axe, hand	2-3	Scimitar
5	Axe, battle	4-5	Sickle
6	Bolt (3d6)	6-8	Spear
7	Bow	9-17	Sword
8	Bullet, Sling (3d6)	18	Trident
9	Crossbow	19	Warhammer
10-12	Dagger	20	Special Weapon *
13	Dart (2d6)		
14	Flail		
15	Hammer, throwing		
16	Javelin (1d3)		
17	Mace		
18	Morning Star		
19	Pick		
20	Special Weapon*		

* Roll on Special Weapons Table below

Magical Bonus Table

D20	Sword	XP Value	Other	XP Value
1-2	-1	—	-1	—
3-10	+1	500	+1	500
11-14	+2	1,000	+1	500
15-17	+3	1,500	+2	1,000
18-19	+4	2,000	+2	1,000
20	+5	3,000	+3	1,500

Special Weapons (D10)

Subtable A (1-3)

D20 Roll	Item	XP Value
1	Arrow of Direction	2,500
2	Arrow of Slaying	250
3	Axe +2, Throwing	1,250
4	Axe of Hurling	*
5-6	Bow of Might	750
7	Crossbow of Accuracy	2,000
8	Crossbow of Distance	1,500
9	Crossbow of Speed	1,500
10-11	Dagger +1, +2 vs. Tiny or Small Creatures	750
12-13	Dagger +2, +3 vs. Large, Huge, or Gargantuan Creatures	1,250
14	Dagger +2, Longtooth	1,250
15	Dagger of Throwing	*
16	Dagger of Venom	1,000
17	Dart of Homing	1,750
18	Hammer +3, Dwarven Thrower	2,500
19	Hammer of Thunderbolts	5,000
20	DM's Choice	—

* See item description

Subtable B (4-6)

D20 Roll	Item	XP Value
1	Hornblade	*
2-3	Javelin of Lightning	250 each
4-5	Javelin of Piercing	250 each
6-7	Mace of Disruption	2,000
8	Net of Entrapment	1,000
9	Net of Snaring	1,000
10-11	Quarterstaff, Magical	*
12	Scimitar of Speed	*
13-14	Sling of Seeking +2	1,250
15	Spear, Cursed Backbiter	—
16	Trident of Fish Command	750
17	Trident of Submission	750
18	Trident of Warning	1,250
19	Trident of Yearning	—
20	DM's Choice	—

* See item description

Subtable C (7-9)

D20 Roll	Sword	XP Value
1	Sun Blade	3,000
2-7	Sword +1, +2 vs. Magic-Using & Enchanted Creatures	750
8-10	Sword +1, +3 vs. Lycanthropes & Shape-Changeers	1,000
11-12	Sword +1, +3 vs. Regenerating Creatures	1,000
13	Sword +1, +4 vs. Reptiles	1,250
14-15	Sword +1, Cursed	—
16	Sword +1, Flame Tongue	1,500
17	Sword +1, Luck Blade	1,000
18	Sword +2, Dragon Slayer	1,500
19	Sword +2, Giant Slayer	1,500
20	DM's Choice	—

Subtable D (10)

D20 Roll	Swords	XP Value
1	Sword +2, Nine Lives Stealer	1,500
2-3	Sword +3, Frost Brand	2,250
4	Sword +4, Defender	3,000
5	Sword +5, Defender	4,000
6	Sword +5, Holy Avenger	4,000
7-8	Sword -2, Cursed	—
9	Sword of Dancing	2,500
10	Sword of Life Stealing	2,000
11	Sword of Sharpness	2,000
12	Sword of the Planes	1,500
13	Sword of Wounding	2,000
14-16	Sword, Cursed Berserking	—
17-18	Sword, Short, Quickness (+2)	2,000
19	Sword, Vorpal Weapon	10,000
20	DM's Choice	—



Descriptions of Magical Weapons

Arrow of Direction: This typically appears to be a normal arrow. However, its magical properties make it function like a *locate object* spell, empowering the arrow to show the direction to the nearest stairway, passage, cave, etc.

Once per day the device can be tossed into the air; it will fall and point in the requested direction. This process can be repeated seven times during the next 70 minutes. The request must be for one of the following:

- Stairway (up or down)
- Sloping passage (up or down)
- Dungeon exit or entrance
- Cave or cavern

Requests must be phrased by distance (nearest, farthest, highest, lowest) or by direction (north, south, east, west, etc.).

Arrow of Slaying: This is an arrow +3 with unusual physical characteristics - a shaft of some special material, feathers of some rare creature, a head of some strange design, a rune carved on the nock, etc. These characteristics indicate the arrow is effective against some creature type. If the arrow is employed against the kind of creature it has been enchanted to slay, the missile will kill it instantly if it hits the target creature unless it makes a DC 20 Charisma Saving Throw. Those who make this save are reduced to 1 Hit Point. The following list comprises only a portion of the possible kinds of these arrows:

- | | |
|---------------|-----------------|
| 1. Arachnids | 11. Giants |
| 2. Assassins | 12. Golems |
| 3. Avians | 13. Magic-Users |
| 4. Barbarians | 14. Mammals |
| 5. Bards | 15. Monks |
| 6. Clerics | 16. Paladins |
| 7. Dragons | 17. Rangers |
| 8. Druids | 18. Reptiles |
| 9. Elementals | 19. Thieves |
| 10. Fighters | 20. Undead |

Develop your own types and modify or limit the foregoing as fits your campaign.

Axe +2, Throwing: This hand axe has a base range of 30 feet and can be thrown up to 150 feet away.

Axe of Hurling: This appears to be a normal hand axe. With familiarity and practice, however, the possessor will eventually discover that the axe has a base range of 30 feet and can be thrown up to 150 feet away.

In addition, it will return to the thrower in the same round whether or not it scores a hit. When used to make ranged attacks, an axe of hurling deals 2d6 damage (plus magical bonuses). The axe will cause only normal damage (plus its magical bonus) when used as in melee.

The magical bonus of an axe of hurling is determined by referring to the table below:

D20 Roll	Magical Bonus	XP Value
1-5	+1	1,000
6-10	+2	2,000
11-15	+3	3,000
16-19	+4	4,000
20	+5	6,000

Bow of Might: This +1 bow requires a 15 or greater Strength to fire. Its strong pull allows the user to add his Strength bonus to damage. The type of bow found (composite, short, long, etc.) should be based on the circumstances of your campaign and the nature of the area. The range increments of a bow of might increase by 15' (i.e. a *shortbow of might* has close range of 75', while a *composite longbow of might* has a close range of 125').

Crossbow of Accuracy, +3: This +3 crossbow negates all range penalties to attack rolls made by its wielder. About 10% of these weapons will be heavy crossbows. Only 5% will be hand crossbows.

Crossbow of Distance: The range increments of this +1 crossbow are doubled. About 10% of these weapons will be heavy crossbows. This weapon grants a +1 bonus to attack and damage rolls. About 10% of these weapons will be heavy crossbows.

Crossbow of Speed: This +1 crossbow is so craftily made that it does not have the "Loading" weapon quality like other crossbows (PHB 49). If it is grasped, the crossbow of speed will automatically cock itself, allowing its wielder may make multiple attacks per round if he is normally able to do so. About 10% of these weapons are heavy crossbows.

Dagger +1, +2 Versus Tiny or Small Creatures: This +1 dagger acts as +2 weapon when employed against Small and Tiny creatures.

Dagger +2, +3 Versus Large, Huge or Gargantuan Creatures: This +2 dagger acts a +3 weapon when used against larger than Medium-sized creatures.

Dagger +2, Longtooth: This appears to be a +2 dagger or perhaps a nonspecial magical weapon. However, when this broad-bladed weapon is wielded by a Small demihuman (like a gnome or halfling), it will actually lengthen and function as a +2 *short sword* (retaining its +2 bonus in this form). Even when functioning in this way it remains as light and handy to use as a dagger would be in the hands of the same character. The weapon will actually penetrate wood or stone as easily as it will softer material, inflicting maximum damage against either substance.

Dagger of Throwing: This appears to be a normal weapon but will radiate strongly of magic when this is checked for. The balance of this sturdy blade is perfect, such that when it is thrown by anyone, the dagger will demonstrate superb characteristics as a ranged weapon. With familiarity and practice the possessor will eventually discover that the dagger has a base range of 30 feet and can be thrown up to 150 feet away. A successful hit when it is thrown will inflict 2d4 damage (plus magical bonuses). To determine the bonus for a specific dagger, roll percentile dice and consult the following table:

D% Roll	Magical Bonus	XP Value
01-35	+1	1,000
36-65	+2	2,000
66-90	+3	3,000
91-00	+4	4,000

Dagger of Venom: This appears to be a standard dagger +1 but, on any attack roll of a "natural 20," slays the target unless the target succeeds on a DC 20 Constitution Saving Throw versus poison. Use of this weapon by good - particularly lawful good - characters must be carefully monitored for effects on alignment.

Darts of Homing: These appear to be normal projectiles but are actually +3 darts. If a dart hits the intended target, it will magically return to the thrower in the same round and can be re-used. A *dart of homing* inflicts a base 1d6 points of damage. These weapons have a base range of 40'.

Hammer +3, Dwarven Thrower: This appears to be a standard *throwing hammer* +2. In the hands of a dwarven fighter who knows the appropriate command word, its full potential is realized. In addition to the +3 bonus, the throwing hammer has the following characteristics:

The hammer has a base range of 30 feet and can be thrown up to 150 feet away. It will also return to its wielder's hand like a boomerang. When hurled, the hammer inflicts 2d4 points of damage (plus magical bonuses) against all opponents except giants (including ogres, ogre magi, trolls, and ettins). Against these hated foes it deals 3d4 points of damage (plus magical bonuses).

Hammer of Thunderbolts: This appears to be a large, extra-heavy throwing hammer. A character smaller than Medium-sized and with a Strength score of 17 or less will find it too unbalanced to wield properly in combat. Those able to wield it will find that the hammer functions as a +3 *throwing hammer* that deals 2d4 points of damage (plus magical bonuses). The hammer, if used as a +3 *throwing hammer*, has a base range of 20 feet.

If the wielder wears a *girdle of giant strength* and *gauntlets of ogre power*, and knows the hammer's true name, the weapon can be used to full effect: It functions as a +5 *throwing hammer* that deals 2d4 points of damage (plus magical bonuses). In addition, it strikes dead any giant upon which it scores a hit unless the giant makes a DC 15 Charisma Saving Throw. Depending on the campaign, the DM might wish to limit the effect to exclude storm giants and include ogres, ogre magi, trolls, ettins, and clay, flesh, and stone golems.

When hurled and successfully hitting, a great noise, like a clap of thunder, stuns all creatures (except the wielder) within 60 feet for one round unless they make a DC 13 Constitution Saving Throw.

The hammer, if used to full effect, has a base range of 30 feet and can be thrown up to 150 feet away. It will also return to its wielder's hand like a boomerang. The *hammer of thunderbolts* is difficult to hurl, so only one throw every other round can be made.

Hornblade: This is a magical weapon with a sickle-like blade resembling some sort of animal horn. *Hornblades* range in size from that of a dagger to somewhat less than the length of a short sword. Even a close inspection is unlikely to reveal it as anything other than a piece of horn of a ½-foot to 1¼-foot in length, set in some sort of handle or grip. A DC 20 Perception or Nature skill check reveals that the horn is actually a weapon. If magic is detected for, a *hornblade* will radiate faintly of enchantment magic. However, if the proper pressure is applied in the correct place, a curved blade of great strength and sharpness will spring out.

The small versions (which function as either a sickle or dagger) are usually enchanted to +1 or +2 (50% of either), and the largest version (which functions as a scimitar) commonly has a bonus of +2 or +3 (50% of either). Smaller *hornblades* can be thrown with a base range of 10'.

The experience-point value of a *hornblade* depends upon its magical bonus:

Magical Bonus	XP Value
+1	500
+2	1,000
+3	1,500

Javelin of Lightning: A *javelin of lightning* is a +2 *javelin*. It has a base range of 60' and, when it strikes, the javelin becomes the head of a 30' long *lightning bolt* (PHB 133).

Any creature hit by the javelin suffers 1d4+2 points of damage, plus 6d6 points of lightning damage. Any other creatures in the path of the stroke take this lightning damage unless they make a DC 15 Dexterity Saving Throw. On a successful save those in the path of the line of lightning take half damage.

From 2-5 javelins will be found. The javelin is consumed in the lightning discharge.

Javelin of Piercing: This weapon is not actually hurled - when a command word is spoken, the *javelin of piercing* launches itself. Range is 150 feet and has no range penalties. The javelin has a +5 bonus to attack rolls and inflicts 1d4+5 points of damage. Note this missile will fly horizontally, vertically, or any combination thereof to the full extent of its range. From 2-8 will be found at one time. The magic of the *javelin of piercing* is good for only one throw after which it becomes a normal javelin.

Mace of Disruption: This appears to be a *footman's mace* +1, but it has a neutral good alignment, and any evil character touching it will receive 5d4 points of psychic damage due to the powerful enchantments laid upon the weapon. A *mace of disruption* strikes any undead creature or evil creature from one of the lower planes as a +2 weapon and may utterly destroy such creatures.

Skeletons and zombies, if hit, are instantly blasted out of existence. Other creatures must make DC 15 Charisma Saving Throws if struck and damaged by the mace.

Even if these Saving Throws are effective, the *mace of disruption* scores double damage (2d8+2) upon opponents of this sorts.

Net of Entrapment: This magical rope net gains a +5 bonus to Athletics checks made to snare its target and is more difficult to escape from than usual (DC 20 Athletics check). It has 50 Hit Points with respect to blows aimed at cutting it. If cut, the net is destroyed. Otherwise it can be repaired with a Mending spell. The net has resistance to bludgeoning damage.

Net of Snaring: This net looks just like a *net of entrapment*, but it functions only underwater. There, it can be commanded to shoot forth up to 30 feet to trap a creature. It is otherwise the same as the *net of entrapment*.

Quarterstaff, Magical: This appears to be a normal bronzewood staff

banded with iron. The shaft is actually as strong as steel and, upon command, will alter its length from as short as 6 feet to as long as 12 feet (or any length in between). It inflicts damage as a quarterstaff.

D20 Roll	Magical Bonus	XP Value
1-5	+1	500
6-9	+2	1,000
10-13	+3	1,500
14-17	+4	2,000
18-20	+5	3,000

Scimitar of Speed: This scimitar, usually a +2 weapon, grants its wielder a +5 bonus to initiative rolls and allows him to make 1 additional attack per round. This extra attack is cumulative with other bonus attacks (such as those gained through the Extra Attack class feature) but not with the extra attack provided by a Haste spell.

There is a chance (25%) that the weapon will have a bonus of something other than +2; if this occurs, roll percentile dice and refer to the following table to determine the appropriate bonus:

D% Roll	Magical Bonus	XP Value
01-50	+1	1,500
(normal form)	+2	2,000
51-75	+3	3,000
76-90	+4	4,000
91-00	+5	6,000

Sling of Seeking +2: This +2 *sling*, unlike other projectile weapons, grants its magical bonus to sling stones and bullets fired from it.

Spear, Cursed Backbiter: This is to all tests a +1 or +2 spear (50% of either) and may even function normally in combat. However, each time it is its wielder rolls a "natural 1" in combat it will function against its wielder. When the curse takes effect, the spear curls around to strike its wielder in the back, inflicting normal damage. The curse even functions when the spear is hurled. Once the spear has returned to him, the character will again find himself compelled to use the spear.

Once it begins functioning in this way, you can't get rid of it without a Remove Curse, Exorcise, or Break Enchantment spell. The character always seems to find the spear in his hand despite his best efforts or intentions.

Sun Blade: This sword is the size of a bastard sword. However, its enchantment enables the *sun blade* to be wielded as if it were a short sword with respect to encumbrance, weight, and ease of use (i.e., the weapon appears to all viewers to be a bastard sword, and inflicts bastard sword damage, but the wielder feels and reacts as if the weapon were a short sword). Any individual able to use either a bastard sword or a short sword with proficiency is proficient in the use of a *sun blade*.

In normal combat, the glowing golden blade of the weapon is equal to a +2 sword. Against evil creatures, its bonus is +4. Against creatures native to, or drawing power from, the Negative Energy Plane (such as undead with the ability to drain levels), the sword inflicts double damage.

Furthermore, the blade has a special power. Once a day, upon command, the blade can be swung vigorously above the head, and it will shed a bright yellow radiance that is like full daylight. The radiance begins shining in a 10 foot radius sphere around the sword-wielder, spreading outward at 5 feet per round for 10 rounds thereafter, creating a globe of light with a 60 foot radius. When the swinging stops, the radiance fades to a dim glow that persists for another 10 minutes before disappearing entirely. All *sun blades* are of good alignment.

Sword +1, +2 vs. Magic-Using and Enchanted Creatures: This sword always provides a +1 bonus. The +2 bonus takes effect when the sword is employed against magic-users, monsters that can cast spells, and conjured, created, gated, or summoned creatures. Note that the +2 bonus would not operate against a creature magically empowered by an item (such as a *ring of spell storing*) to cast spells.

Sword +1, +3 vs. Lycanthropes and Shape Changers: This sword always provides a +1 bonus. The +3 bonus takes effect against lycanthropes, those able to assume the form of another creature (such as a vampire or a druid), or any creature under the influence of a Polymorph or Shape Change spell.

Sword +1, +3 vs. Regenerating Creatures: This sword always provides a +1 bonus. The +3 bonus takes effect when attacking a regenerating creature, even when the regeneration results from a spell or magical device - such as a *ring of regeneration*.

Sword +1, +4 vs. Reptiles: This sword always provides a +1 bonus. The improved, +4, bonus is applied against such creatures as dinosaurs, dragons, hydras, lizards, snakes, wyverns, etc.

Sword +1, Cursed: This performs in all respects as a +1 weapon, but when its wielder is faced by an enemy, the sword will weld itself to the character's hand and force him to fight until the enemy or the wielder is slain. Thereafter, the possessor can loose, but never rid himself of, the cursed sword. No matter what is done, it will appear in his hand whenever an opponent is faced. The character can be freed of the weapon only by an Exorcise, Remove Curse or Break Enchantment spell.

Sword +1, Flame Tongue, +2 vs. Regenerating Creatures, +3 vs. Cold-Using, Inflammable, or Avian Creatures, +4 vs. Undead: This sheds light when its possessor speaks a command word or phrase. When activated, the *flame tongue* sword's fire illuminates the area as brightly as a torch. The flame from this sword easily ignites oil, burns webs, or sets fire to paper, parchment, dry wood, etc. Cold-using creatures are those whose attack mode involves cold (ice toads, white dragons, winter wolves, yeti, etc.).

Sword +1, Luck Blade: This gives its possessor a +1 bonus to all Saving Throws and will have 1d4+1 Wishes. The DM should keep the number of Wishes secret.



Sword +2, Dragon Slayer: This has a +4 bonus against any sort of true dragon. It inflicts triple damage against one sort of dragon. Note that an unusual sword with intelligence and alignment will not be made to slay dragons of the same alignment. Determine dragon type (excluding unique ones like Bahamut and Tiamat) by rolling 1d10:

- | | |
|----------------|----------------|
| 1. Black (CE) | 6. Gold (LG) |
| 2. Blue (LE) | 7. Green (LE) |
| 3. Brass (CG) | 8. Red (CE) |
| 4. Bronze (LG) | 9. Silver (LG) |
| 5. Copper (CG) | 10. White (CE) |

Sword +2, Giant Slayer: This provides a +3 bonus versus any giant, giant-kin, ettin, ogre mage, or titan. Against any of the true giants (hill, stone, frost, fire, cloud, storm) the sword causes double damage.

Sword+2, Nine Lives Stealer: This will always perform as a +2 weapon, but it also has the power to draw the life force from a living opponent. It can do this nine times before the ability is lost. A "natural 20" must be scored on the wielder's attack roll for the sword to function. The victim is entitled to DC 15 Charisma Saving Throw to avoid losing a level. If this succeeds, the sword does not function, no charge is used, and normal damage is determined.

Sword+3, Frost Brand, +6 vs. Fire-Using/Dwelling Creatures: This sword always provides a +3 bonus. The +6 bonus takes effect against creatures that use fire or live in fiery environments. The weapon does not shed any light, except when the air temperature is below 0

degrees F. It does give special benefits against fire, for its wielder is protected as if he were wearing a *ring of fire resistance*.

The *frost brand* sword also has a 50% chance of extinguishing any fire into which its blade is thrust. This power extends to a 10-foot radius sphere - including a Wall of Fire but excluding instantaneous fires such as that of a Fireball, Meteor Swarm, or Flame Strike.

Sword, +4 Defender: This gives its wielder the option of using all, some, or none of its +4 bonus for defense (improving his Armor Class) each round. For example, the wielder can, on the first round of battle, opt to use the sword as a +2 weapon and add the other +2 bonus to his Armor Class. This can be done each round on the wielder's turn and requires no action on his part.

Sword, +5 Defender: This functions as a +4 defender, except for its improved bonus.

Sword, +5 Holy Avenger: In the hands of any character other than a paladin, this holy sword will perform only as a sword +2. In the hands of a paladin, however, it grants its wielder a Magic Resistance of 10 and doubles its magical bonus to damage (+10 points) against chaotic evil opponents. The wielder may also use the weapon to Dispel Magic (with a range of touch) as an action. The paladin uses his Concentration Check results when doing so.

Sword, -2, Cursed: This is a sword that gives off a magical aura and performs well against targets in practice, but when it is used against an opponent in combat it lowers its user's attack rolls by -2. Only by careful observation can this lowering be detected.

All base damage is reduced by 2 Hit Points, to a minimum of 1 point (before modifiers for Strength and class features). The sword will always force the character to employ it against enemies, appearing in the character's hand. It can be gotten rid of only if it is exorcised via an Exorcise, Remove Curse, or Break Enchantment spell.

Sword of Dancing: On the first round of melee this weapon is +1, on the second +2, on the third +3, and on the fourth it is +4. On the fifth round, it drops back to +1 and the cycle begins again. In addition, after four rounds of melee its wielder can opt to allow it to "dance."

Dancing consists of loosing the sword on any round (as a free action). The sword then fights on its own at the same level of experience as its wielder. After four rounds of dancing, the sword returns to its wielder, who must hold it (and use it) for four rounds before it can dance again. In other words, it is loosed to dance for four more rounds, going from +1 to +4, and must then be held by its wielder at a +1 state and physically used for four successive rounds of melee combat.

When dancing, the sword will leave its owner's hand and may go up to 30 feet away. At the end of its fourth round of solo combat, it will move to its possessor's hand automatically. Note that when dancing the sword cannot be physically hit, although certain magical attacks such as a Fireball, Lightning Bolt, or Transmute Metal to Wood spell could affect it.

Finally, remember that the *dancing sword* fights alone exactly as if wielded; if a 7th level thief is the wielder, the sword will so fight when dancing. Relieved of his weapon for four melee rounds, the possessor may act in virtually any manner desired - resting, making ranged attacks, drawing another weapon and engaging in melee, etc. - as long as he remains within 30 feet of the sword. If he moves more than 30 feet from the weapon, it falls lifeless to the ground and is a +1 weapon when again grasped.

Sword of Life Stealing: This +2 weapon will eliminate one level of experience (or Hit Die) and accompanying Hit Points and abilities when it strikes any living opponent on a "natural 20" attack roll. This function is the same as the level-draining ability of certain undead creatures and allows a DC 15 Charisma Saving Throw to avoid level loss.

The sword wielder recovers 5 Hit Points for each level drained, though only a wounded character can benefit from this function.

Sword of Sharpness: This +1 weapon has additional abilities when used by a wielder with a chaotic alignment. When used by a chaotic good, chaotic neutral, or chaotic evil character the blade will sever an extremity on a "natural 20" attack roll. A *sword of sharpness* never severs a head, even if the target has multiple heads. Creatures

without appendages are immune to the severing effects of this weapon.

Living creatures that lose an extremity lose 1 Hit Point per round until healed magically or treated successfully with a DC 15 Medicine skill check. Lost appendages can be re-attached with a Cure Critical Wounds or Heal spell, so long as the spell is cast within 10 minutes of the severing wound. Regeneration will restore a lost appendage.

A *sword of sharpness* will respond to its wielder's desire with respect to the light it sheds - none, a 5 foot sphere of dim illumination, a 15 foot radius sphere of bright light, or a 30 foot radius sphere of bright light.

A *sword of sharpness* may strike and damage creatures that normally require +3 or better weapons to be hit.

Sword of the Planes: This magical weapon has a base bonus of +1 on the Prime Material Plane, but on any Inner Plane its bonus increases to +2. (The +2 bonus also applies on the Prime Material Plane when the weapon is used against opponents from the Inner Planes.) Similarly, when used on an Outer Plane or against creatures from the Outer Planes, the sword becomes a +3 weapon. Finally, it operates as a +4 weapon on the Astral or Ethereal Plane or when used against opponents from either of those planes.

Sword of Wounding: This is a sword of only +1 bonus, but any hit made with it cannot be healed by regeneration. In subsequent rounds, the opponent so wounded loses one additional Hit Point for each wound inflicted by the sword.

Thus, an opponent damaged on the first round will automatically lose one additional Hit Point on the second and each successive round of combat. Loss of the extra Hit Points stops only when the creature so wounded bandages its wound or after 6 melee rounds (1 minute).

Damage from a *sword of wounding* can be healed only by normal means (rest and time), never by potion, spell, or other magical means short of a Heal or Regenerate spell.



Sword, Cursed Berserking: This performs by every test, save that of the heat of battle, as a +2 magical sword of some sort. However, in actual battle its wielder will go berserk, attacking the nearest creature and continuing to fight until dead or until no living thing remains within 60 feet. The possessor of a *cursed berserking sword* can be rid of it only if it is exorcised via an Exorcise, Remove Curse, or Break Enchantment spell.

Sword, Short, of Quickness: This +2 *short sword* grants its wielder a +5 bonus to initiative rolls and allows him to make 1 additional attack per round. This extra attack is cumulative with other bonus attacks (such as those gained through the Extra Attack class feature) but not with the extra attack provided by a Haste spell.

Sword, Vorpai: Similar but superior to a *sword of sharpness*, a *vorpai* weapon is a +3 weapon has additional abilities when used by a wielder with a lawful alignment. When used by a lawful good, lawful neutral, or lawful evil character the blade will sever the head (or a head for creatures with multiple heads) on a "natural 20" attack roll. A *vorpai sword* never severs another appendage or extremity.

Note that many creatures have no heads or can change their form and, therefore, cannot suffer decapitation. There are also creatures that have heads but will not necessarily be killed by decapitation (among these are doppelgangers, elementals, and golems).

Trident of Fish Command: This three-tined fork atop a stout 6-foot long rod appears to be a barbed military fork of some sort. However, its magical properties enable its wielder to cast Dominate Animal (PHB 110) on up to 20 Hit Dice of fish within 60 feet unless they make successful, DC 15, Charisma Saving Throws against this spell. Lower Hit Die fish within range are affected first by this ability. This uses one charge of the trident.

Fish failing this throw are completely under empathic command and will not attack the possessor of the trident nor any allied creature within 10 feet of him. The wielder of the device can cause fish to move in whatever direction is desired and can convey messages of emotion (i.e., fear, hunger, anger, indifference, repletion, etc.). Fish making their Saving Throw are free of empathic control, but they will not approach within 10 feet of the trident.

In addition to ordinary fish, the trident affects sharks and eels. It doesn't affect mollusks, crustaceans, amphibians, reptiles, mammals, and similar sorts of non-piscine marine creatures. A school of fish should be checked as a single entity.

A trident of this type contains 1d4+16 charges. It is otherwise a +1 trident.

Trident of Submission: This +1 trident appears unremarkable, exactly as any normal trident. The wielder of a *trident of submission* may expend 1 charge from this weapon in order to force a struck foe to make a DC 15 Charisma Saving Throw.

If the opponent fails to save, it must make a DC 15 morale check (or Charisma Saving Throw if no Morale Score is given) the next round. If it passes this check the opponent may act normally. If not, the opponent will cease fighting and surrender, overcome with a feeling of hopelessness. This hopelessness is a fear effect for the purposes of spells and abilities related to countering or resisting fear. The duration of this hopelessness is 2d4 rounds.

The trident has 1d4+16 charges.

Trident of Warning: A weapon of this type enables its wielder to determine the location, depth, species, and number of hostile or hungry marine predators within 240 feet. A *trident of warning* must be grasped and pointed in order for the person using it to gain such information, and it requires one round to scan a hemisphere with a radius of 240 feet.

There are 1d6+18 charges in a trident of this type, each charge sufficient to last for two rounds of scanning. The weapon is otherwise a +2 trident.

Trident of Yearning: A *trident of yearning* looks exactly like any normal trident, and its aura is indistinguishable from that of other enchanted weapons of this sort. Any character grasping this type of trident immediately feels an overwhelming desire to immerse himself in as great a depth of water as possible if he fails a DC 15 Charisma Saving Throw. This unquenchable longing causes the affected character to proceed immediately toward the largest/deepest body of water - in any event, one that is sufficient to completely cover his or her person. Once there, he will immerse himself permanently.

The character cannot loose his grip on the trident, and only a Water Breathing, Break Enchantment, Exorcism, or Remove Curse spell will enable the character to do so. The trident is otherwise a -2 cursed trident. Note that this item does not confer the ability to breathe under water.

Intelligent Weapons

The tables below should be used to determine the properties of an intelligent weapon: the number of powers, unusual properties, alignment, and special purpose of the item (if any). Such weapons are useful in that they give higher-level characters some additional tactical options and limited-use special abilities.

The DM is encouraged to design unusual magical weapons along special themes and for specific campaign purposes, using the tables as guidelines and for inspiration. Just because a power is rolled doesn't mean it must be given out. If the DM feels a combination is too bizarre or powerful, he can simply change or ignore it.

Weapon Intelligence and Capabilities: The first step in creating an intelligent weapon is to determine its general capabilities. These are found by rolling 1d% on following table and then determining all the capabilities of the weapon by rolling on the appropriate tables below.

D% Roll	INT	Communication	Capabilities
01-34	13	Semi-empathy*	1 primary ability
35-59	14	Empathy	2 primary abilities
60-79	15	Speech**	2 primary abilities
80-91	16	Speech**	3 primary abilities
92-97	17	Speech**	3 primary abilities†
98-00	18	Speech and Telepathy***	3 primary abilities†† 1 extraordinary power

* The possessor will receive some signal (a throb, tingle, etc.) and feel urges when its ability functions.

** Intelligent weapons that are capable of speech speak 1 language plus 1 additional language per point of their INT modifier. The DM should determine languages spoken by the weapon based on his campaign and the history of the weapon. Thus, an intelligent warhammer fashioned by the dwarves would certainly speak Dwarven.

*** The weapon can use either communication mode at will, with language use as any speaking weapon.

† The weapon can also read languages/maps of any nonmagical type.

†† The weapon can read languages as well as magical writings.

Intelligent Weapon Alignment: Any weapon with intelligence will have an alignment. Note that *holy avengers* are always lawful good, *swords of sharpness* are always chaotic neutral, and *vorpal swords* are always lawful neutral in alignment. All cursed weapons are absolutely neutral.

Roll on the following table to randomly determine the weapon's alignment:

D% Roll	Alignment of Weapon
01-05	Chaotic good
06-15	Chaotic neutral*
16-20	Chaotic evil
21-25	Neutral evil*
26-30	Lawful evil
31-55	Lawful good
56-60	Lawful neutral*
61-80	Neutral (absolute)
81-00	Neutral good*

* The item can also be used by any character whose alignment corresponds to the non-neutral alignment portion of the weapon's alignment (i.e., chaotic, evil, good, or lawful). Thus, any chaotic character can use a weapon with chaotic neutral alignment.

Any character whose alignment does not correspond to that of the weapon, except as noted by the asterisk above, will sustain psychic damage to the Ego Score of the weapon. This damage is suffered every time (or for every round) the character attempts to use the weapon.

Primary Abilities: A weapon's primary abilities are determined by rolling on the table below. Other abilities can be created by the DM:

D% Roll	Primary Ability
01-11	Detect shifting rooms, walls, and floors (10' radius)
12-22	Detect sloping passages (10' radius)
23-33	Detect wall, floor, and ceiling traps (10' radius)
34-44	Detect Evil or Good (10' radius)

45-55	Detect precious metals (10' radius)
56-66	Detect gems (10' radius)
67-77	Detect Magic (10' radius)
78-82	Detect secret doors (10' radius)
83-87	Detect Invisibility (10' radius)
88-92	Locate Object (100' radius)
93-98	Roll twice on this table ignoring scores of 93 to 00
99-00	Roll on the Extraordinary Powers table below

If the same ability is rolled twice or more, range of the power is double, triple, etc.

All abilities function only when the weapon is wielded and the possessor activates the primary ability (requiring an action on his part). Unlike divination spells with similar abilities, these abilities may not be maintained from round to round through concentration. As such, the Detect Evil ability will only detect the presence or evil, while Detect Magic will only detect the presence of magic.

Primary abilities must be reactivated each round they are used. As such, the weapon's wielder may not take an action other than activating a primary ability each round he wishes to use it (though he may still move, maintain concentration, and take free actions).

Extraordinary Powers: A weapon's extraordinary abilities (if any) are determined by rolling on the table below. Other abilities can be created by the DM:

D% Roll	Extraordinary Power
01-07	Charm Person on contact (2 times/day)
08-15	Clairaudience, 100' range (2 times/day)
16-22	Clairvoyance, 100' range (2 times/day)
23-28	Determine direction and depth
29-34	ESP, 100' range (1 time/day)
35-41	Fly (1 time/day)
42-47	Heal (1 time/day)
48-54	Improved Phantasmal Force (1 time/day)
55-61	Levitate (3 times/day, caster level 8)
62-67	Strength (1 time/day)
68-75	Telekinesis (3 times/day)
76-81	Telepathy (2 times/day)
82-88	Teleportation (1 time/day)
89-94	X-ray vision, (1 minute/day), as the ring
95-97	Roll twice on this table ignoring scores of 95-97
98-99	Character may choose 1 power from this table
00	Character may choose 1 power from this table, and then roll for a Special Purpose (see below)

If the same power is rolled twice, the uses per day or range is doubled, etc.

All powers function only when the weapon is wielded and the possessor activates the power (requiring an action on his part). All extraordinary powers function as if cast by an 6th level casters, unless otherwise noted. The Saving Throw DC for all spells cast by weapons is 12 + the spell level of the spell. Characters may concentrate in order to maintain extraordinary powers that require it but may not use other abilities that require concentration while doing so.

Special Purpose Weapons: A weapon's special purpose (if one is indicated on the Extraordinary Powers table above) must suit the type, alignment, and origins of the weapon in question. Roll on the following table to determine a weapon's special purpose:

D% Roll	Purpose
01-10	Defeat/slay diametrically opposed alignment (see below for more details)
11-20	Defeat clerics
21-30	Defeat fighters
31-40	Defeat magic-users
41-50	Defeat thieves
51-55	Defeat monks
56-65	Overthrow law and/or chaos
66-75	Defeat good and/or evil
76-95	Defeat nonhuman monsters
96-00	Other

Weapons dedicated to defeating or slaying those with diametrically opposed alignments will always be either good and slay evil monsters, evil and slay neutral monsters, or neutral and slay both good and evil monsters.

To further these ends, the special purpose power will operate only in pursuit of the weapon's goals. Roll on the following table to determine a weapon's special purpose

D% Roll	Power
01-10	Blindness (PHB 102, DC 15 CON save, 2d6 rounds)
11-20	Confusion (PHB 99, DC 15 WIS save, 2d6 rounds)
21-25	Disintegrate (PHB 108, DC 15 DEX)
26-55	Fear (PHB 116, DC 15 CHA, 1d4 rounds)
56-65	Hold Person (PHB 126, DC 15 STR, 1d4 rounds)
66-80	Vampiric Touch (PHB 172, caster level 6)
81-00	Wielder gains a +2 to all Saving Throws, and subtracts 1 HP from each damage die taken

For all special purpose powers except those indicated on a roll of 81-00, the power automatically activates when the weapon strikes a suitable target.

Ego Score and Personality Conflicts: Only after all aspects of a weapon have been determined and recorded can the Ego score of a weapon be found. Ego will be a factor with regard to the dominance of a weapon over its wielder, as detailed below.

Attribute of Weapon	Ego Points
Each point of Intelligence modifier	4
Each 500 XP value of weapon*	1
Each primary ability	1
Each extraordinary power	2
Special purpose	4

* Round down to the nearest 500 XP Value

When a weapon possesses unusual characteristics, it has a personality, which is rated by its Ego scores. The weapon will, of course, be absolutely true to its alignment and, if the character who possesses the weapon is not, personality conflict - weapon versus character - will result.

Similarly, any weapon with an Ego of 18 or higher will always consider itself superior to any character, and a personality conflict will result if the possessor does not always agree with the weapon.

Whenever a personality conflict occurs, the weapon will resist the character's desires and demand concessions such as:

1. Removal of associates, henchmen, hirelings, or creatures of alignment or personality distasteful to the weapon.
2. The character divesting himself of all other magical weapons.
3. Obedience from the character so that the weapon can lead the expedition for its own purposes.
4. Immediately seeking out and slaying creatures that are hateful to the weapon.
5. Encrustation of pommel, hilt, scabbard, baldric, or belt with gems and a special container made of precious substances for its

safekeeping.

6. Magical protections and devices to protect it from molestation when not in use.
7. That the character reward it handsomely for all abilities and powers that the weapon is called upon to use on behalf of its possessor.
8. That the character carries it with him on all occasions.
9. That the character relinquishes the weapon in favor of a more suitable person due to alignment differences or conduct.

Any time the character wishes to exercise his will over that of the weapon he must make an Intelligence, Wisdom, or Charisma Saving Throw (his choice), with the DC equal to the weapon's Ego Score.

Should the wielder fail this Saving Throw the weapon will dominate its possessor, and it can force any or all of the above demands or actually cause any of the following actions:

1. Force its possessor into combat
2. Refuse to strike opponents
3. Strike at its wielder or his associates
4. Force its possessor to surrender to an opponent
5. Cause itself to drop from the character's grasp

Naturally, such actions are unlikely where the character-weapon alignment and purposes are harmonious. However, the weapon might well wish to have a lesser character possess it so as to easily command him, or a higher-level possessor so as to better accomplish its goals.

All magical weapons with personalities will desire to play an important role in the success of activities, particularly combat. Such weapons are rivals of each other, even if of the same alignment. They will be aware of the presence of any similar weapon within 60 feet and try their best to lead a possessor into avoiding or destroying the rival unless this is totally inimical to its nature - a *holy avenger*, for example, would certainly not allow destruction of any other lawful good weapon and might encourage their discovery, even at the risk of having to face grim odds to do so.

Weapons of this nature will never be totally controlled or silenced by the characters who possess them, even though they may be heavily outweighed by personality force. They may be powerless to force their demands, but they will be in there plugging. Even a humble +1 weapon of unusual nature can be a vocal martyr, denigrating its own abilities and asking only that the character give it the chance to shatter itself against some hated enemy, etc.

Note: Most players will be unwilling to play weapons with personalities as the personalities dictate. It is incumbent upon the DM to ensure that the role of the weapon is played to the hilt, so to speak, with the DM assuming the personality of the weapon if necessary.



Artifacts and Relics

Artifacts are typically constructs of the utmost wizardly might, while relics are the remains of awesome powers and the greatest of holy men.

Rather than merely another form of magic equipment, they are the sorts of legendary relics that whole campaigns can be based on. The discovery of a major artifact should be a campaign-defining moment. Never introduce an artifact into a campaign without careful consideration. These are the most potent of magic items, capable of altering the balance of a campaign.

Each could be the center of a whole set of adventures - a quest to recover it, a fight against an opponent wielding it, a mission to cause its destruction, and so on... these items should never be casually introduced into play.

Characteristics of Artifacts and Relics

The artifacts and relics presented here are meant to be examples and should be tailored to fit your individual campaign and its history. Feel free to customize the powers of the example artifacts given here so that they better suit your campaign.

Artifacts are unique items - only one of each such item exists. Each has a long history, and the tales told of them are fantastic... and usually fraught with error and misconception. Artifacts are secretive things, their current whereabouts unknown, waiting to be found and once again unleashed upon the world.

Artifacts and relics always possess dangerous and possibly deadly side effects. These effects are all but irreversible, unaffected by Miracle or Wish spells and most greater powers. Artifacts can only be destroyed by extraordinary means.

Artifacts and relics can never be transferred from one campaign to another. If player characters from another DM's campaign enter yours, they automatically do so without any artifacts they might possess.

So, given all these warnings and admonitions, just what is it that makes artifacts and relics so potentially dangerous to use in a roleplaying game? At the top of the list is the fact that, in game terms, artifacts and relics are nothing more than excuses for the DM to break any and every rule he cares to. Upon learning the proper command, an artifact or relic might allow a character to raise all his ability scores immediately to their maximum or turn an enemy's bones to jelly.

The artifact might allow the character to summon Meteor Swarms, utter a Power Word, Resurrection, or Time Stop once per day. He might be able to summon powerful monsters and easily bend them to his will. He could discover the power to dominate the minds of others, enslaving them to his desires. And this might only be a small part of what the artifact would allow him to do. In short, there is no limit to what you, as the DM, decide an artifact can accomplish.

Origins of Artifacts and Relics

Artifacts are magic items that no longer can be created, at least by common mortal means. The secrets of creating artifacts are long lost and, as such, artifacts and relics are of ancient manufacture, possibly from superior human or demihuman technology, or perhaps of divine origin.

All of these items have been handed down from ancient times and have histories shrouded in myth and legend. An artifact has the same background and aura about it as, for example, King Arthur's Excalibur, the skin of the Nemean lion worn by Hercules, Pandora's box, the Golden Fleece, the sword, jewels, and mirror of ancient Japan, or the hammer of Thor.

These unique objects were once held and used by gods and demigods far greater and more powerful than normal men. Often these items existed for an express purpose - to be used by a particular hero to fight a particular foe. So closely associated is an artifact with a person, time, or place that its powers can seldom be fully used except by specific individuals who meet certain standards.

A weakling could not hurl Thor's hammer, nor could just anyone command Baba Yaga's hut. An artifact may show its full powers only to deal with particular, very specific, threats or dangers. Artifacts have purposes, sometimes fulfilled long in the past and sometimes never-ending.

Introducing Artifacts and Relics into a Campaign

Because the impact of an artifact is so great, you should use them only in the most earth-shaking adventures you can devise. You must always have a reason for bringing an artifact into your game. It should never appear just because you want to give the characters something bigger and better.

If discovered at the beginning of an adventure, it should be the prelude to some great threat to the kingdom, empire, continent, or world where the item will make a difference. Rather than simply giving the item to the characters, you can introduce the danger first and then set the player characters searching for the artifact that will defeat or stem the tide of evil that threatens to oversweep the land.

Alternatively, the player characters could be faced with the worst of all situations - one in which the artifact is in the hands of the enemy and the players must get it away from them. Each of these creates an adventure or, more likely, a series of adventures centered around the device.

Once the adventure is over, it is best for you to find some way to get the artifact out of the players' hands. In essence, the artifact was a MacGuffin - the thing that made the plot go - not something you want to remain in your campaign now that the need for the item is gone.

This is very much in keeping with the nature of artifacts and relics, since they have a maddening habit of disappearing once their task is done. To leave the artifact in the campaign is to invite abuse by the player characters, perhaps for noble ends, but abuse all the same. There are, even in a fantasy game, "some things man was not meant to know."

Because of their grand impact and titanic significance in the scheme of things, artifacts should be used sparingly. There are only so many times the characters can save the world before it becomes old hat. Don't be too eager to introduce these items into play and don't bring them in too often.

Artifacts and relics represent the epitome of magical items. They are going to lose a lot of effect if every king in every kingdom has one in his treasure chambers. If characters only find one artifact in their entire careers, it will be enough. Well-played for all its drama, it will lead to an adventure the players will remember for a long time to come.

Designing an Artifact or Relic

While examples of artifacts and relics are given at the end of this section, they should always be tailored to fit your campaign or, better still, created especially for your game. In this way, the players will never know what to expect - not its shape, its history, its powers, or its purpose. All these things will make the discovery and use of the item more exciting. In addition, you will have the knowledge that you have created something major, perhaps the most significant thing, for your campaign. That is no small accomplishment.

Appearance: The first step in creating an artifact is to decide its form. It could be anything: A weapon, a hut with chicken legs, a book, a mask, a crown, a tooth, a throne, a mechanical nightingale, a crystal orb, a plain ring, a wand, or whatever.

History: After you know what it looks like, create a history for it. This history will guide you in deciding what powers the artifact has and what it is used for. In this history, decide who created the item and what their reasons for creating it were. Then, outline what has befallen the item over the centuries - where has it surfaced and what has happened at those times? Finally, embellish this history with clues to its powers and the erroneous legends that have come to surround the item.

Alignment: Choose an appropriate alignment for the artifact, as all artifacts are heavily identified with an alignment.

Minor Powers: After you have a history of the item, begin to assign it powers. Artifacts normally have a number of relatively minor powers and one or two major abilities. Some minor abilities are:

Cast a given 1 st level spell at will
Cast a spell of 3 rd level or less once or twice per day
Cast a 5 th level or lesser spell once per day or week
Cure Blindness/Deafness (3 times/day)
Cure Disease (3 times/day)
Cure Serious Wounds (3 times/day)

Detect Good, Invisibility, Magic, etc. at will
 Double the character's Movement Rate
 Freedom from hunger and fatigue
 Fly at will
 Grant the possessor immunity to 1 damage type (cold, fire, etc.)
 Grant water breathing when held
 Improve the wielder's Armor Class by 1 or more points
 Increase an ability score by 1 point
 Paralyze at a touch (3 times/day)
 Regenerate 2 hp every 10 minutes
 Speak with Dead once per day
 Speak with Plants or Animals at will
 Turn Undead as a cleric of the character's level
 Understand any spoken language
 Understand any written language

Major Powers: After choosing minor powers, you can select the major powers. There should normally be no more than one or two of these. The major power must be in keeping with the history of the item. If you describe a sword wielded by a bloodthirsty and depraved tyrant, it makes little sense for the major power to be to resurrect others once per day. Rather one would expect something terrible - deliquescing an enemy or summoning some extraplanar beast to kill upon command. Some suggested major powers are:

Automatically warn of impending danger (never surprised)
 Bestow Magic Resistance of 10 when held
 Cast a 9th level spell or less once per day or week
 Death ray with no Saving Throw once per day
 Permanently raise all ability scores to their maximum
 Polymorph at will
 Restore youth upon touch once per month
 Summon a djinni once per day
 Summon and control elementals once per day
 Teleport without Error at will
 Total immunity to all non-magical weapons
 Total immunity to all types of mental attacks (charms, psionics, etc.)

Dangers: After designing the beneficial or useful powers of the artifact, create the dangers inherent in its use. All artifacts have grave risks - such is the nature of their power. The item was originally used by someone of great will and power, and even they placed themselves in danger to use the power the artifact possessed. For the player characters, such danger is nearly inescapable. These dangers are usually drastic physical side effects that affect the character. Again, you want the drawbacks of the artifact to mesh with the history you have created. Some suggested drawbacks include:

Alignment gradually becomes that of the item.
 All plants within 10 feet of character wither and die.
 All who see the artifact covet it.
 Artifact always causes user to attack specific creatures.
 Artifact drains 1 level of experience from user whenever a major power is used.
 Character is controlled by artifact if a DC 20 Charisma Saving Throw is failed.
 Holy water burns the character and he can be turned.
 User ages 3d10 years with each use until he is reduced to a zombie.
 User causes fear in all who see him.
 User contracts an incurable disease that reduces ability scores by 1 point each month.
 User has a 5% cumulative chance per use of being stricken by incurable lycanthropy.
 User's touch causes petrification.

Corrupting Effect: As if this weren't enough, all artifacts have a corrupting effect. Characters become suspicious of others and possessive of the item. They begin to see threats where none were intended. Ultimately, they will turn upon their friends and companions, seeing them as scheming enemies out to destroy them and steal the artifact.

As with the drawbacks, this effect is caused by the fact that the player character is not the one the artifact was first intended for. His personality is different, and no matter how great he is, he lacks the force of will of the great hero, arch-wizard, high priest, or demigod, who originally wielded the item.

Destroying an Artifact or Relic

Finally, prepare some method by which the artifact can be destroyed. Destroying an artifact is never easy - in fact, it's nearly impossible. Artifacts and relics are impervious to all normal harm and magical attacks. They cannot be crushed, dissolved in acid, melted or broken normally. Each should have only a single, specific means of destruction, determined ahead of time by you.

Because the means of destruction of a major artifact are so difficult, such an item is often buried in a deep vault, thrown into the Astral Plane, or placed behind extremely powerful and untiring guardians by those without the power, knowledge, or wherewithal to destroy it.

Unless the specific means of destroying an artifact are known the best result that can be expected is that the physical form can be disrupted for a period of time. In such instances it will reform in some new location within a century. To truly destroy an artifact, the characters must fulfill some exacting set of conditions as unique as the artifact itself. Possible ways to destroy an artifact include:

Carry it to the Outer Planes and presume upon the deity that made it to strip it of its power.
 Cast it into the searing flames of the Sun.
 Crush it under the heel of an honest man (harder than it seems).
 Dissolve it in the Universal Solvent (which eats through anything).
 Feed it to the Earth Serpent who coils at the base of the World Tree.
 Melt it down in the heart of the volcano where it was forged.
 Place it at the very bottom of the Well of Decay.
 Utter aloud its 5,000,001 secret names.
 Weld it into the Gates of Hel.
 Bury it in the Rift of Corrosion in the Abyss.
 Disintegrate it while placed at the base of the Infinite Staircase.
 Have it devoured by Talos, the triple iron golem.
 Immerse it in the Fountain of Light in the holy Halls of Heironeous himself.

Once all this is done, you will have an artifact or relic ready for use in your campaign.

Using Artifacts and Relics

Each artifact description below discusses the form, function and means of using that artifact. While some artifacts simply have to be held in order to be activated, others require the working of intricate mechanisms or the utterance of esoteric command phrases in order to be activated.

Characters wishing to learn about a particular artifact typically do so through research, by hiring a sage, through the use of the Lore class feature or through the use of spells such as Legend Lore, Contact other Plane, or Vision.

Unless stated otherwise, activating the spell-like abilities an artifact takes 1 action. Some artifacts operate continuously and require neither thought nor action on the part of their owner. Continually functioning artifacts are practically always items that one wears. Such items must simply be in the character's possession (on his person). The caster level for artifact abilities ranges from 17-20, unless otherwise noted in that artifact's description. To determine the caster level, roll 1d4+16.

Sample Artifacts

Listed below are some examples of artifacts. Because each artifact must be unique, no absolute powers are given. Suggested powers are listed, but the DM can alter these as he wishes.

Axe of the Dwarfish Lords: Legend relates that the greatest dwarf who ever lived, the first Dwarven King, forged this weapon in volcanic fires with the aid of a patron god. It passed from dwarven monarch to dwarven monarch until it was lost in the Invoked Devastation centuries gone.

Rumors persist of the appearance of the Axe from time to time in various places, but it supposedly bears a curse. The blade of the Axe is equal to a sword of sharpness, and it is backed by a head equal to a +3 hammer. The handle extends or contracts upon command to equal a battle or hand axe (for throwing), and the Axe will return to its

thrower. The possessor gains the racial abilities of dwarves. If the bearer is a dwarf, these abilities improve, with their ranges and/or bonuses doubling. The possessor's life span matches that of a dwarf and he becomes more and more dwarf-like with time, until he eventually becomes one.

Elves, orcs, goblins, and giants who attempt to wield the *Axe of the Dwarvish Lords* take 5d6 points of psychic damage per round of contact and lose 2 levels so long as they grasp the *Axe*. Dwarves who wield the *Axe of the Dwarvish Lords* have an effective charisma of 20 when dealing with dwarvenkind.

The *Axe* grants it wielder immunity to fear and allows him to Heal once per day. The *Axe* can summon a 16 HD earth elemental once per week.

Baba Yaga's Hut: Ages ago the most powerful female mage ever known spent much of her power in the creation of a magical dwelling of superb character. When she passed to another plane, her hut disappeared and has only been rumored to have been seen once or twice since.

Baba Yaga developed a small hut of ordinary appearance - a circular, thatched structure of 15' diameter and 10' high. To this dwelling are attached two powerful fowl legs 12' long, which appear to be stilts.

Before the Hut can be safely approached or commanded the character must use a key phrase establishing control over the Hut, which only recognizes one master at a time. The *Hut* has an 18 Intelligence and human senses, plus Twilight Vision and Darkvision 120', which are shared telepathically with its master.

The inside of *Baba Yaga's Hut* is a palace far larger than the outside. Enclosed within the walls are over 30 rooms on 3 floors, including indoor gardens, kitchens, a library, laboratory, armory, bedrooms, and even an observatory. All rooms are lavishly and richly furnished. Many of the rooms have windows, but they all give the same view; that of the two front windows of the *Hut*. Within the *Hut*, only the master can use summoning, interdimensional travel, or Teleportation spells. The *Hut's* master functions at two levels greater than normal (including extra Hit Points, spell slots, etc.) and gains a Magic Resistance of 5. In addition, the master of the *Hut* may use the Animate Objects and Globe of Invulnerability spells once per day, as a 16th level caster.

Despite the commodious interior, the bird legs can move *Baba Yaga's Hut* at up to 240' per round over swampland or normal terrain, and half of that speed through forests or rough terrain (such as hills or mountains). The *Hut* will obey commands from 1 person (the one first using a key phrase) and can come to a call from as far away as 1 league.

Its legs deliver blows that deal 2d10 points of bludgeoning damage, 2 attacks per round (with a +10 to its attack roll), to any so rash as to come within 10' without invitation or knowing the command phrase. The legs are Armor Class 20 and may only be struck by +2 or better weapons. Each can take 48 Hit Points damage each, regenerating at 1 Hit Point per round. When a leg loses all Hit Points, the *Hut* settles to the ground until the leg is totally regenerated. The walls of the *Hut* are the equivalent of 5' thick granite.

Codex of the Infinite Planes: In the distant past the High Wizard Priest of the Isles of Woe, now sunken beneath the waters of the Nyr Dyv in the lands of the Flanaess (see the World of Greyhawk) discovered this work and used its arcane powers to dominate neighboring states. Legend also has it that these same powers eventually brought doom to the mage-priest and his tyrannical domain. It must be that somehow the *Codex* survived the inundation, for the archmage Tzunk scribed the following fragment prior to his strange disappearance:

"... and the two strong slaves lifted it [the Codex] from the back of the Beast. Thereupon I commanded the Brazen Portals to be brought low, and they were wrenched from their hinges and rang upon the stone.

The Efrete howled in fear and fled when I caused the page to be read, and the Beast passed into the City of Brass. Now was I, Tzunk, Master of the Plane of Molten Skies. With sure hand I closed Yagrax's Tome [the Codex], dreading to..."

From the foregoing it is evident that the item is very large and of exceptional power. Any person reading its 99 damned pages is 99%

certain to meet a terrible fate (1% cumulative chance per page) by accidentally opening the wrong portal and suffering irreversible madness, calling a powerful and hostile demon, creating of a 10-mile radius cloud of deadly poison, and so on.

The *Codex's* other pages have the keys to instant physical transference to any one of the other planes and alternates of any world or universe. The work will destroy instantly any character under 11th level of experience who touches it, but those of 11th level or higher who make a DC 15 Intelligence Saving Throw can command the powers and effects of the *Codex*.

All powers of the *Codex* are triggered by reading, if one knows where to look. The *Codex* can open a portal to any plane, demiplane, or Prime Material world at any location. The book, however, has no index or table of contents. The book allows the bearer to cast the following spells: Dispel Magic (3/day), Forcecage (1/day), Gate (1/month), Glyph of Warding (3/day), Invisibility (3/day), Mordenkainen's Disjunction (1/day), Reverse Gravity (1/day), Shadow Magic (3/day), and Time Stop (1/week).

Crown of Might: According to tradition, great items of regalia were constructed for special servants of the deities of each alignment when the gods were contending amongst themselves. Who amongst them first conceived the idea is unknown. The champion of each ethic alignment - Evil, Good, Neutrality - was given a crown, an orb, and a sceptre.

These regalia have been scattered and last over the centuries of struggle since they first appeared. These 3 complete sets bestow great powers, but even mere possession of a *Crown of Might* gives a character of the same ethos great benefits (if a character of another alignment touches such an item he takes 5d6 points of psychic damage and must make a DC 18 Charisma save or be instantly killed).

Each of these items is so similar in appearance to the other that examination will reveal no difference, and detection magically will not reveal their ethic alignment. Each *Crown* is a slender diadem of gold set with 3 precious stones of great size so as to bring 50,000 or more gold pieces if openly sold. The alignment of a *Crown* is determined by rolling a d20 and consulting the following chart:

D20 Roll	Alignment
1-6	Evil
7-14	Good
15-20	Neutral

The *Crown of Evil*: When worn, the *Crown* confers the Strength score of a fire giant (22) upon its wearer. By touch, the wearer of the *Crown* can Animate Dead (3/day). So long as the *Crown* is worn it confers the benefits of Nondetection.

The *Crown* is attuned only to those of extremely evil alignment. Among evil characters, only those of chaotic bent can use all the item's powers. For others, only the benefits of enhanced strength are gained.

As part of their perverse blessing on the *Crown*, the powers of Evil constructed the artifact so that, when worn, it is impossible for the owner to answer any question truthfully. Perhaps the rationale behind implementation of such a power was to protect their champion from interrogation, or perhaps it was just a whim. The champion can speak truthfully of his own accord, but any question put to him automatically results in a lie.

The *Crown of Good*: The *Crown* confers upon the wearer a Wisdom and Charisma score of 20. The *Crown* can create a Minor Globe of Invulnerability around the wearer once per day. While wearing the *Crown* the possessor of the *Crown* may Detect Lies (3/day) and cast True Seeing once per day.

Among good characters, only those of a lawful bent can use all of the item's powers. Neutral good and chaotic good creatures do not gain the enhanced Wisdom and Charisma scores of the *Crown*.

The *Crown* does have a drawback in that its owner (whether the *Crown* is worn or not) is no longer capable of telling a falsehood or performing an act that would normally be considered evil. Note that this prevents the character from bluffing or making threats he does not intend to carry out. Even haggling in the marketplace can become difficult, should the character manage to dicker the price down to a "steal."

The Crown of Neutrality: So long as this Crown is worn, the owner can automatically distinguish between truth, half-truth, and lies he hears or reads. Only an Undetectable Lie can conceal the truth. The Crown allows the wearer to cast ESP three times per day and cast Foresight once per week.

True neutral characters are possessed of the impartial nature of the cold Neutral powers and expose all lies they hear. No matter who speaks (even himself), the wearer must reveal falsehoods so fair judgments can be made. True neutral characters who bear *The Crown of Neutrality* are granted an Intelligence score of 20.

Possession of Multiple Regalia of Might: If any two items of Might are possessed, the character immediately gains 1 experience level and his experience point total is set halfway to the next level. This benefit is lost if the second item is lost.

If all three items are held by a single creature, all the benefits described above are received. In addition, the bearer of all three items may cast *Antimagic Shell* once per day, regenerates 2 Hit Points every 10 minutes, and may cast *Word of Recall* once per day. These bonuses last for as long as all the items of the Might are retained. If one is lost, stolen, or surrendered, the benefits are lost.

Cup and Talisman of Al'Akbar: This pair of holy relics were given by the gods of the Paynims (see the World of Greyhawk) to their most exalted high priest of lawful good alignment in the days following the Invoked Devastation. It was lost to demihuman raiders and was last rumored to be somewhere in the Southeastern portion of the Bandit Kingdoms.

The Cup of Al'Akbar: The cup is made of hammered gold, chased with silver filigree, and set with 12 great gems in electrum settings - a jewelry value of 75,000 or more gold pieces on the market.

It does not radiate magic, but it has the following powers/effects: Anyone of good alignment who touches the cup receives the benefits of a Bless spell. This lasts for 24 hours. The powers of the Cup are activated by filling it with holy water, usable once per day. If all of the water is drunk, it acts as a Cure Critical Wounds or Neutralize Poison spell, or it can be divided into three portions that act as Cure Light Wounds spells, although these fade in 12 hours if not used.

The Talisman of Al'Akbar: The *Talisman* is made of hammered platinum, a star of 8 points, chased with gold inlays, and with a small gem tipping each point. The star is hung from a chain of gold and electrum set with silver beading (8 sets of 3 beads each) - a jewelry value of 10,000 or more gold pieces.

It does not radiate magic either but has the following powers/effects: Anyone of good alignment touching the *Talisman* receives the benefit of a Remove Curse spell. Once per day the *Talisman* can cast a Cure Disease or Cure Blindness spell.

Once per week, the *Cup* and *Talisman* can be used to create any one of the following potions: *healing* (5 batches), *sweet water* (3 batches), *extra-healing* (2 batches), *elixir of health* (1 batch), or *vitality* (1 batch).

Eye of Vecna: Seldom is the name of Vecna spoken except in hushed voice, and never within hearing of strangers, for legends say that the phantom of this once supreme lich still roams the Material Plane. It is certain that when Vecna finally met his doom, one eye and one hand survived. *The Eye of Vecna* is said to glow in the same manner as that of a feral creature. It appears to be an agate until it is placed in an empty eye socket of a living character.

Once this is done, the Eye's functions become apparent. It grants the host continuous Darkvision and True Seeing, and grants immunity to all gaze attacks (including Eyebite spells). Three times per day each, the host can use the spells Eyebite and Dominate Person. Once per day, the bearer of the Eye can call forth Dominate Monster and Destruction. A non-evil character must make a DC 20 Charisma save each week to avoid becoming evil. All powers are at caster level 20. The Eye may not thereafter be removed without resulting in the death of its host.

Powers with Both Artifacts: If a single character bears both the *Hand of Vecna* and the *Eye of Vecna* he can call upon a *vrock* once per day. A non-evil character who possesses both items must make a DC 25 Charisma save each day to avoid becoming evil and falling prey to a permanent Suggestion. This Suggestion compels the bearer to further Vecna's goals: To destroy the Sword of Kas and summon Vecna to Oerth.

Hand of Vecna: The arch-lich Vecna supposedly imbued both his hand (left) and his eye (see the foregoing listing) with wondrous and horrible powers enabling them to persist long after his other remains moldered away into dust (cf., *Eye of Vecna*). Tales say that the *Hand* appears to be a mummified extremity, a blackened and shriveled hand, possibly from a burned body.

If the wrist portion is pressed against the stump of a forearm, it will instantly graft itself to the limb. The touch of the *Hand*, once so placed, deals 1d10 points of cold damage to a target. Three times per day, its touch can permanently drain 1 ability score point (host's choice of ability) from a victim. The host gains the points drained for the rest of that day (they last until the next sunrise) but cannot raise any ability score above a 20. Once per day, the bearer of the *Hand* can call upon Finger of Death and Unholy Aura. Once per week the bearer of the *Hand* can cast Time Stop. All powers are at caster level 20. In addition to these powers, the bearer of the *Hand* regenerates 2 Hit Point every 10 minutes.

A non-evil character must make a DC 20 Charisma save each week to avoid becoming evil. Removal of the *Hand* always results in the death of the host.

Powers with Both Artifacts: If a single character bears both the *Hand of Vecna* and the *Eye of Vecna* he can call upon a *vrock* once per day. A non-evil character who possesses both items must make a DC 25 Charisma save each day to avoid becoming evil and falling prey to a permanent Suggestion. This Suggestion compels the bearer to further Vecna's goals: To destroy the Sword of Kas and summon Vecna to Oerth.

Heward's Mystical Organ: In the pages of the Fables of Burdock there is mention of a musical instrument of large size, an organ of such power that the mighty and terrible enchantments possible to cast by playing upon it are only hinted at. *Heward's Organ* has 77 great and small pipes, a console with many keys of black and white beneath 13 ivory stops, and 3 great foot pedals. The bellows which sends a rush of wind to the pipes is said to be worked by a conjured and chained air elemental of huge size. Each stop causes the pipes to sound in a different voice, while the keys vary the notes, of course. No one is certain what purpose the foot pedals serve.

Despite the ravages of time which have silenced some of its pipes, and abuse and neglect which have supposedly made some keys and stops unworkable, the *Organ* can still work mighty magicks when properly played (DC 18 Performance: Organ skill check).

The possessor of the *Organ* gains a +1 bonus to his Charisma score and may use of the following abilities at will (without resorting to use of the *Organ*): Comprehend Languages and Tongues.

Theoretically, *Heward's Mystical Organ* can have as many powers as there are settings and tunes to be played. With such a broad range, the DM can create virtually any result. The press of a key may cause flowers or straw to rain over a small village 100 miles away, while a fugue may result in the sinking of several islands off the coast or the reshaping of the organist into a newt (especially if he hits a bad note).

Unlike other artifacts (which possess powers the character must discover), users of the *Organ* should decide upon the effect they wish to create and then research the notes and stops needed to create it. The DM can, of course, alter the end result (mortals playing with the toys of gods seldom get what they really want) and a check should be made to see if any errors (a missed note or beat) occur in the playing.

Some sample abilities that can be called forth through the proper playing (DC 18) of the *Organ* are:

Animal Friendship (3/day), Animate Object (1/day), Break Enchantment (1/day), Charm Monster (1/day), Charm Person (2/day), Confusion (1/day), Dimensional Lock (1/day), Dispel Evil or Good (1/day), Dispel Magic (1/day), Otto's Irresistible Dance (1/day), and Spell Turning (1/day)

More complex songs (DC 22) allow more powerful abilities to be used. Some sample abilities include:

Banishment (1/week), Demand (1/week), Maze (1/week), and Prismatic Sphere (1/week)

Should the *Organ* be played improperly, roll a d20 and consult the following table:

D20 Roll Baleful Effect

1	The organist is Geased to undertake a quest on Heward's behalf (no Saving Throw is permitted). As part of this Geas he must speak in rhyme or in song until the quest is completed.
2	The organist is stricken deaf as per Blindness/Deafness.
3	The organist is Feebleminded.
4	The alignment of the organist is changed, as if he donned a <i>helm of opposite alignment</i> .
5	All within 500' are effected by Otto's Irresistible Dance for 1d6 x 10 minutes.
6	The song creates a permanent, 500' radius, dead-magic zone in the area, centered upon the Organ. Non-artifact magical items do not function within the zone, spellcasting is impossible, and all existing spells are instantly negated, including permanent enchantments on creatures. Summoned beings are instantly driven back to their own planes.
7	The organist is Polymorphed into a small lizard.
8	A Mordenkainen's Disjunction spell is triggered, centered upon the Organ.
9	The organist and all within 500' are afflicted with permanent insanity. Those so stricken cannot abide any sound other than that of the <i>Organ</i> . Deprived of its tones, they despair and see no wonder or greatness (in either good or evil) in the world. Gradually, those enchanted take less and less interest in life until they finally reach the point where even the finest food is an anathema to them. These slowly wasting creatures are truly piteous sights. This madness can only be cured by a Forget, Wish, or Miracle spell.
10	The organist's inspired, yet unconventional playing has drawn the attention of a hostile, extraplanar creature. This being demands the services of the organist in his court.
11	The playing summons a hostile creature, as if Monster Summoning VII were cast.
12	The organist is struck with a booming, destructive voice that is equivalent to the effects of a horn of blasting.
13	The immediate audience, within 50', is Polymorphed into crickets.
14	The organist is consumed with severe melancholy. Stricken characters take no joy in life, for they have heard the most sublime beauty and gradually waste away, unable to even motivate themselves to eat or drink. The madness can only be cured by a Wish or Miracle spell.
15-20	The organist is deemed unworthy of the <i>Organ</i> . The <i>Organ</i> is immediately teleported away to some untraceable location.

Horn of Change: This ancient artifact exactly resembles any of the more common magical horns such as a *horn of blasting*, a *horn of bubbles*, etc.

Any character who picks up the *Horn* is instantly aware of its true nature. Up to three times per day, when the *Horn* is sounded, roll on the table below to determine the type of spell called forth. This roll cannot be influenced in any way. Roll percentile dice and consult the following table to determine what type and level of spell immediately takes effect:

D% Roll	Spell Conjured
01-10	3 rd level magic user spell
11-25	3 rd level bard spell
26-40	4 th level magic user spell
41-50	3 rd level cleric spell
51-75	5 th level magic-user spell
76-95	3 rd level druid spell
96-00	Calamity strikes, roll on the table below.

Each time the *Horn* is sounded there is a 5% chance (on a d% result of 96-00, as shown on the table above) that calamity strikes. Calamitous results can never be intentionally called upon by the artifact's owner. They occur at unplanned times.

While a character might get lucky and trigger an Incendiary Cloud just as orcs storm the stronghold, the cataclysm takes no sides. Human defenders and orc attackers are equally vulnerable to the artifact's vengeance; even the artifact's owner is fair game. All of the cataclysms described here affect an area one mile in diameter. Everything within that range is subject to the awful effects of the cataclysm.

D20 Roll Calamitous Effect

1	Cause an Ice Storm to rain down upon the area of effect for twenty minutes.
2	Create a permanent aura of desolation that settles over the area of effect. Individuals of good alignment are haunted by terrifying dreams and suffer -2 penalties to all attack and Saving Throw rolls while evil creatures gain +2 bonuses to the same. Plants twist and wither, crops fail, and herds grow sickly.
3	Blanket the area of effect with a blizzard, dropping temperatures to 0°. Overland movement is impossible. The storm lasts 1d6 + 12 hours and snows remain 1d3 days (summer), 2d6 days (spring/fall), or 2d20 days (winter).
4	Ravage the area of effect with Call Lightning for 72 hours (1 bolt every 10 minutes or 432 bolts in all), randomly striking targets in the area.
5	Create a Cloudkill spell upon the area of effect for 1d6 hours.
6	Form a ring of Creeping Doom around the area of effect that constricts in a solid blanket inward, not diminishing until the center is reached (30 minutes to reach the center).
7	Settle a Death Fog over the area of effect that remains in place for 2d20 rounds.
8	Strike the area of effect with a permanent drought. All water present or brought into the area of effect evaporates instantly.
9	Strike the area of effect with an Earthquake spell.
10	A Solid Fog blankets the area of effect for 4d6 hours.
11	Flood the entire area of effect, destroying buildings and fields. All living creatures unable to fly risk drowning in the rushing waters. The waters recede to safe levels in 1d6 hours but remain covering land for 2d20 days.
12	Sweep an Incendiary Cloud through the entire area of effect.
13	Settle an Insect Plague upon the area of effect for 1d6 hours that, in addition to other spell effects, destroys all vegetable matter.
14	Instantly create a permanent magic-dead area of effect. Non-artifact magical items do not function within the zone, spellcasting is impossible, and all existing spells are instantly negated, including permanent enchantments on creatures. Summoned beings are instantly driven back to their own planes.
15	Create a Meteor Swarm to rain down upon the area of effect for 1d12 hours (1 sphere per round or 360 per hour), randomly striking targets within the area of effect.
16	A Mordenkainen's Disjunction spell is triggered, centered upon the <i>Horn</i> .
17	Create a permanent Mirage Arcana in the area of effect.
18	Transfer the entire area of effect to a randomly chosen lower plane. The artifact is not transported.
19	Strike the entire area of effect with a Storm of Vengeance.
20	Create permanent wolf spirits to guard the area of effect that are hostile to all non-animal lifeforms.

Each day that a character owns the *Horn*, there is a 1% (cumulative) chance that the character will be seized by a gambling fever so intense that no honest wager can be resisted, regardless of the odds. This only passes when the character gives up or loses the *Horn*.

Invulnerable Coat of Arnd: The High Priest Arnd of Tdon is said to have been the original possessor of this relic. The *Coat* is a bright and shimmering shirt of fine and almost weightless chain links.

The *Coat* grows or shrinks to fit any humanoid character from Small to Large size. The wearer is impervious to any physical attacks made on rolls of less than a "natural 20" and gains a +5 bonus to all Saving Throw rolls. The armor protects against fire attacks as a *ring of fire resistance* and is immune to acid, cold, and lightning attacks.

A cleric wearing the armor and uttering a special prayer gains 3 cleric levels for 4 days. This prayer may be used once per month.

The spirit of Arnd still inhabits the armor and attempts to aid the poor whenever possible. While in the presence of impoverished or suffering people, there is a 75% chance that the spirit of Arnd will take possession of the wearer in order to aid the unfortunates. The wearer spends 3d6 weeks in the area, seeking out the poor and helping them to the best of his ability. When the spirit of Arnd releases the character, no memory of what has happened remains.

Iron Flask of Tuerny the Merciless: This artifact is reported to be a small and heavy urn. It is inlaid with runes of silver and stoppered by a brass plug bearing a seal engraved with sigils, glyphs, and special symbols. When the user speaks the command word, he can force any creature from another plane into the container, provided that creature fails a DC 20 Charisma Saving Throw. The range of this effect is 60'. Only one creature at a time can be so contained. Loosing the stopper frees the captured creature. The command word can be given only once per day.

If the individual freeing the captured creature speaks the command word, the creature can be forced to serve for 1 hour. If freed without the command word, the creature acts according to its natural inclinations. (It usually attacks the user, unless it perceives a good reason not to.) Any attempt to force the same creature into the flask a second time provides it a +2 bonus on its Saving Throw and makes it hostile.

A non-evil character in possession of the *Iron Flask* must make a DC 20 Charisma save each month to avoid becoming chaotic evil.

A newly discovered bottle might contain any of the following:

D% Roll	Contents	D% Roll	Contents
01–50	Empty	89	Deva (Monadic)
51–54	Air Elemental	90	Deva (Monavic)
55–58	Aerial Servant	91	Devil (Osyluth)
59–62	Earth Elemental	92	Devil (Barbazus)
63–66	Xorn	93	Devil (Erinyes)
67–70	Fire Elemental	94	Devil (Cornugon)
71–74	Salamander	95	Night Hag
75–78	Water Elemental	96	Groaning Spirit
79–82	Water Weird	97	Invisible Stalker
83–84	Demon (Vrock)	98	Djinni
85–86	Demon (Hezrou)	99	Rakshasa
87	Demon (Glabrezu)	100	Efreeti
88	Demon (Succubus)		

All elementals contained within are 16 Hit Die elementals.

Jacinth of Inestimable Beauty: It is said that the finest corundum gem from the heart of the largest mountain was taken and fashioned by the gods themselves to form the *Jacinth of Inestimable Beauty*.

Legend relates that the *Jacinth* was possessed by the fabled Sultan Jehef Peh'reen for a time and then passed into the Land of Ket and southward into Keoland (see the World of Greyhawk), where all trace disappeared. When the possessor firmly grasps this lustrous orange gem, the following powers/effects are gained:

Contact with the flower-shaped gem adds 5 points to the user's Charisma (to a maximum of 20). The player character specifies a floral scent while holding and smelling deeply of the crystalline *Jacinth*. This releases the fragrance along with the appropriate power. If a scent is named that the gem does not have or no fragrance is specified, a random scent is released. The scents are as follows:

Scent	Spell Effect
Jacinth	Foresight (1/day)
Lavender	Suggestion (3/day)
Rose	Wall of Thorns (1/day)
Violet	Mass Charm (1/day)

Over time the wearer of the gem suffers the effects of the gem's curse and grows increasingly possessive of it, eventually growing paranoid of all others. Each year the gem is possessed the bearer must make a DC 25 Wisdom Saving Throw to resist this curse.

Johydee's Mask: The high priestess Johydee supposedly tricked the powers of evil into making this strange artifact and then wisely used it to overthrow their hold upon her nation. The *Mask* completely covers the wearer's face and grants the wearer total immunity to all forms of gaze attacks (from a basilisk, catoblepas, medusa, etc.).

The character can assume the guise of any Small or Medium-sized humanoid being by activating the *Mask* as an action. If the wearer has seen or heard the subject, the disguise is complete, including voice, mannerisms, clothing, and equipment (+20 to Disguise checks). This power can be used once per day but the disguise itself can be held for no longer than 12 hours, after which it fails and the wearer's visage returns. The wearer is constantly protected, as if under the effect of a *Mind Blank* spell.

There is a 2% cumulative chance per hour spent in impersonation that the wearer comes to believe that the identity of the subject is actually the wearer's own. Only a *Wish*, *Miracle*, or *Forget* spell can restore the wearer to normalcy.

Kuroth's Quill: There can be but little dispute that the master thief Kuroth was the most successful of his profession, and several sages attribute his performance to the acquisition of a writing instrument of unknown antiquity which now bears Kuroth's name.

The user gains the benefits of a *Comprehend Languages* spell as long as the pen is in hand. An illiterate character holding the *Quill* gains the ability to read and write when grasping it.

The *Quill's* bearer is able to flawlessly imitate the writing of others, enabling the user to make flawless forgeries of most handwritten documents (granting a +20 to Profession: Scribe skill rolls made to forge documents). The pen also draws and/or writes infallible descriptions of what the writer sees, or speaks upon command.

Once per week the possessor of the *Quill* may alter reality (as per the *Wish* spell) by writing the desired alterations down upon a piece of parchment. Once per month the *Quill* can be used to draw a map leading to a specified item or creature. This ability acts as a *Discern Location* spell.

While the *Quill* can alter reality, there is always a price to be paid; for every boon there is a bane. Illegible or smudged words are omitted from the request entirely. Misspelled words are substituted to the best of the *Quill's* ability. For example, if a character writes, "I wish to have a roster for all of the taxpayers in this county," and accidentally misspells "roster" as "rooster," that PC is going to be overwhelmed with crowing roosters from all the surrounding farms.

Even correctly written requests have a monkey's paw effect. The pen does not create things; rather, it draws upon existing material to grant the wish. If a party requests a vast fortune, they could find themselves teleported inside the king's treasury. A magic-user might write for desired magical spells, awakening in a heap of ancient tomes. At the same time, a nearby kingdom suffers the wrath of an archmage whose library has disappeared.

Mace of Saint Cuthbert: This footman's mace is said to be that actually used by the Venerable Saint Cuthbert of the Cudgel when he demonstrated the folly of error to the unbeliever.

Over the decades since then, holy relics of the Saint himself have been encased within the *Mace* to give this arm of lawful good a +3 magical bonus. In the hands of a lawful good cleric or paladin the weapon may be used with its full, +5 bonus. In addition, it has the benefits of a *holy avenger sword* and *mace of disruption*. Finally, the wielder can project an aura of sunlight, as a *sun blade*, once per day. Any intelligent mortal struck with a "natural 20" instantly becomes an enthusiastic follower of Saint Cuthbert for a period of 1 day, unless he makes a DC 25 Charisma save to resist this Suggestion.

Any cleric or paladin of Saint Cuthbert can cast *Prayer* (3/day) and *Detect Undead* (at will). Protection from Evil 10' Radius can also be cast (1/day).

Machine of Lum the Mad: Perhaps this strange device was built by gods long forgotten and survived the eons since their passing, for it is

incredibly ancient and of workmanship unlike anything known today. The *Machine* was used by Baron Lum to build an empire, but what has since become of this ponderous mechanism none can say. Legends report that it has 60 levers, 40 dials, and 20 switches (but only about half still function). Singly or in combination, these controls will generate all sorts of powers and effects.

The *Machine* is delicate, intricate, bulky, and very heavy (nearly 3 tons). It cannot be moved normally, and any serious jolt will set off and then destroy 1d4 functions of the artifact which can never be restored. It has a booth of a size suitable for 4 Medium-sized creatures to stand inside, and if a creature or object is placed therein and the *Machine's* controls are worked, something might happen.

Operating the *Machine* is a risky proposition at best. Whenever a dial is turned, a lever is pulled, or a switch is thrown, it is possible that a magical effect will be triggered. When the *Machine* was new and in good repair, each and every setting produced such a result. Now the majority of the controls are broken, leaving only a few powers that can still be triggered.

The *Machine* itself has two types of powers; internal and external. The former affect those within the crystal chamber, leaving those outside of the *Machine* utterly safe, while the latter alter the world around the machine and leave those within the crystal box safe. Anyone standing within the crystal chamber at the heart of the *Machine* is protected from all outside forces of a physical, gaseous, magical, or psionic nature. However, those individuals are utterly vulnerable to all powers of the *Machine*, forfeiting any Saving Throws that they might normally be entitled to.

Twenty of the internal functions remain operational. All of these have the effect of changing the occupants of the crystal box in some way. Of the external powers, only 15 remain functional. When triggered, these great powers cause terrible devastation or make drastic changes in the world around the *Machine*. Of course, anyone inside the crystal chamber is unharmed.

With all its levers, dials, and plugs, the *Machine of Lum the Mad* is a complicated piece of machinery. Each effect should require a unique setting, thereby making all the controls potentially meaningful. The DM could, of course, draw a diagram for each. Easier and more convenient, however, is for the DM to create a unique written combination for each power, using the method provided below.

The *Machine* has three different types of controls - levers which are either on or off, dials that must be set to the correct position, and a switchboard that relies on correct pairs. Each control has a different code in the combination. By noting the needed codes for each control panel, the combination is created.

Levers: Of the *Machine's* 60 levers, only 10 still work, all others being obviously broken. These 10 levers are labeled in order, 0-9. When a lever is in the on position, its number is part of the combination; when it is in the opposition, the lever (and its number) is ignored. Thus, if a setting required levers 0, 6, and 7 to be on, this part of the combination would be noted as 067.

Dials: Of the 40 dials on the *Machine*, only 20 still work, and the rest are clearly broken. Each dial (labeled as A through T) has settings from 0 (off) to 6. Dials set to the off (0) position are ignored, while other dials are noted as letter/number pairs. If dial G is set to 1, dial M to 4, and dial R to 3, the combination for this control panel would read G1/M4/R3.

Switchboard: This part of the control panel is like an old telephone switchboard, with plugs on wires and sockets for each. There are 26 plugs and 26 sockets, and both sets are labeled A through Z. Here, the combination is formed by matching the correct plug to the correct socket. If plug A is connected to socket W, this is noted as AW (plug/socket). Again, only those plugs and sockets actually used need to be noted for the combination. If the setting requires plugs C, F, O, S, and W to be connected to sockets B, H, M, T, and Q the combination would read CB/FH/OM/ST/WQ.

Using these combination methods, the DM can easily create a unique setting for each power - and have ample combinations left for explosions, useless noises, and bad things. After all, there are over 8,500,000,000,000,000,000,000,000,000,000,000,000,000,000,000,000 possible settings!

Clearly, with this many combinations the chance of any character randomly choosing a working combination is a little less than slim and barely better than non-existent. This means that any adventure involving the *Machine* is about more than just finding and using it. It should also include smaller adventures to gather the pieces of one or more useful combinations.

Example: On one scroll the characters find a combination for the levers, in another those for the dials, and in a third (and separate adventure) the settings for the switchboard. They now have a complete combination - if all three parts are for the same power!

After each use of the *Machine*, there is a 70% chance that some reaction within the mechanism alters the settings required to duplicate a given effect. If this happens, the combination of settings scrambles itself, seemingly at random.

Users of the *Machine* receive no indication that this has occurred. Since incorrect settings could trigger side effects or cause explosions, duplicating a previously achieved effect is a risky business. Because of the random nature of the *Machine* and the large number of powers, there is no absolute list of what Lum's *Machine* can or should do. The DM is encouraged, therefore, to tailor the possible powers to suit the campaign.

There are several risks inherent in the use of the *Machine*. The first of these is the need for accuracy. Any time the *Machine* is started without a correct combination entered on the control panels, the DM should roll percentile dice for a result on the following table and apply the result:

D% Roll	Failure Result
01-50	Nothing happens
51-65	Sparks and noise, nothing happens
66-70	1 control breaks
71-75	Internal explosion, 1d4+1 controls break
76-80	Random power triggered in crystal chamber
81-85	Random power triggered outside of the Machine
86-90	Roll on the <i>wand of wonder</i> effects table
91-95	Explosion, all within 20' suffer 2d10 force damage
96-00	Machine vanishes

Mighty Servant of Leuk-O: Those who are most knowledgeable regarding ancient artifacts believe that this device is of the same manufacture as the *Machine of Lum*. The *Mighty Servant* of the famous General Leuk-O is a towering automaton of crystal, unknown metals, and strange fibrous material. It is over 9' tall, 6' deep, and some 4½' wide. Inside is a compartment suitable for holding 2 Medium-sized creatures, and there is space for 4-5 others to sit outside. If the possessor knows the proper command phrases, he or she can use the *Mighty Servant* as a transportation mode, magical attack device, or fighting machine.

The *Mighty Servant* is inert until someone controls the device from its interior compartment. If the proper command words are known, the *Mighty Servant* can be commanded to open the hatch in its back. Once inside, the character is faced with a daunting array of pedals, switches, levers, and wheels that all control the thing's operation. Controlling the *Mighty Servant* can be learned by trial and error (with appropriate random destruction) or through information gleaned from libraries and sages.

The DM is encouraged to make the process difficult and dangerous to bystanders. The automaton has a Movement Rate of 20', making it a slow and clumsy thing. Furthermore, after 12 hours of operation it must cease all activity for 1 hour while it gathers anew the magical energy that powers it.

It is Armor Class 22 and can withstand 120 Hit Points of damage. The *Mighty Servant* may only be struck with magical weapons and has resistance to bludgeoning and slashing damage. It has a Magic Resistance rating of 20 and is utterly immune to acid, cold, heat, and normal fire damage, and suffers no ill-effects while operating in a vacuum or in deep waters. It has resistance to lightning, thunder, and magical fire damage - but only if its Magic Resistance fails. Even if it is damaged, the *Mighty Servant* regenerates 2 Hit Points per round. Anyone riding within the servant is fully protected by its shell.

In combat, the *Mighty Servant* can strike, with a +10 Attack Bonus, with one of its great arms each round. Each blow landed by the automaton inflicts 1d6 x 10 points of bludgeoning damage. The power of this

weapon is so great that it can be used to destroy castles and shatter fortifications. If used as a siege weapon, a blow from the *Mighty Servant* does the same damage as a ram.

As one of the greatest weapons ever to appear in the world, the *Mighty Servant* has the following abilities: Bigby's Crushing Hand (1/day), Chain Lightning (1/day), Disintegrate (1/week), Fireball (1/day), Forcecage (1/day), Globe of Invulnerability (1/day), Lightning Bolt (1/day) Magic Missile - 5 missiles per use (5/day), Mordenkainen's Disjunction (1/day), Prismatic Spray (1/day), Time Stop (1/week), and Wall of Force (1/day). The *Mighty Servant* can Heal any one creature once per day and can Regenerate one creature per week. These creatures must be within the *Mighty Servant* to benefit from these spells.

Again, the operation of any given ability requires knowledge of which controls must be pulled, switched, pushed, or cranked. Each of these abilities drains magical energy from the *Mighty Servant* equal to 1 hour's worth of continuous operation.

The *Mighty Servant* hungers endlessly for combat and bloodshed. With each use of the servant's powers, the operator must roll a successful DC 20 Wisdom Saving Throw or become filled with battle fury for 24 hours. During that time, the artifact is used in a rampage of destruction to any and all within reach. Those affected by this power gradually have their alignment shifted to chaotic neutral.

Orb of Dragonkind: Each of these fabled orbs contains the essence and personality of an ancient dragon of a different variety (one for each of the major ten different chromatic and metallic dragons). The bearer of an *Orb* can dominate dragons of its particular variety within 500 feet (as a Dominate Monster spell), the dragon being forced to make a DC 20 Charisma save to resist. Magic Resistance is not useful against this effect.

Each *Orb of Dragonkind* bestows upon the wielder the Armor Class of the dragon within (if better than his own) and grants the wearer immunity to the damage type caused by its breath weapon. Finally, a character possessing an *Orb* can himself use the breath weapon of the dragon in the *Orb* 3 times per day.

All *Orbs of Dragonkind* can be used to communicate verbally and visually with the possessors of the other *Orbs*. The owner of an *Orb* knows whether there are dragons within 10 miles at all times. For dragons of the *Orb's* particular variety, the range is 100 miles.

If within 1 mile of a dragon of the *Orb's* variety, the wielder can determine the exact location and age of the creature. The bearer of one of these *Orbs* earns the enmity forever of all dragonkind for profiting by the enslavement of one of their kin, even if he later loses the item.

Each *Orb* also has an individual power that can be invoked once per round at 10th caster level:

Orb Type	Granted Power
Black Dragon:	Fly
Blue Dragon:	Haste
Brass Dragon:	Teleport
Bronze Dragon:	Scrying
Copper Dragon:	Suggestion
Green Dragon:	Stinking Cloud
Red Dragon:	Wall of Fire
Silver Dragon:	Cure Critical Wounds
White Dragon:	Ice Storm
Gold Dragon:	The owner of the gold <i>Orb</i> can call upon any power possessed by one of the other <i>Orbs</i> , including the Dominate and breath weapon abilities but not Armor Class or breath weapon immunity - but can only use an individual power once per day. He can use Dominate on any other possessor of an <i>Orb</i> within 1 mile.

The *Orbs* have only the simplest of curses, but these are woefully dangerous. Since each is possessed of a dragon's spirit, those who touch the *Orbs of Dragonkind* are immediately exposed to the risks of artifact possession and artifact transformation. In every case, the *Orbs* seek to remake their masters into dragons of their own color while at the same time gaining possession of the bodies.

Once per month the possessor of the *Orb* must make a DC 25 Charisma save or move one step closer to the alignment of the contained dragon spirit. Once the owner's alignment matches that of the spirit, he must save each month to avoid falling under the spirit's Suggestion to work toward the furtherance of its aims.

Each year that the *Orb* is possessed, the owner must make a DC 20 Wisdom save in order to avoid gradual transformation into a dragon. After 5 failed saves the owner takes the form of a dragon. Once this occurs the trapped dragon spirit is freed, claiming the *Orb* owner's body, while the spirit of the *Orb's* master is lost to the void forever. Once the owner of the *Orb* has fallen under the *Orb's* Suggestion, he will never willingly part with the *Orb*.

Orb of Might: For the legendary source of the 3 *Orbs of Might*, see the foregoing *Crown of Might*. Each *Orb* is of platinum, encrusted with gems, and topped with a device of precious metals and stones, so as to be worth 100,000 or more gold pieces on the open market. Each *Orb* has an ethic alignment determined by rolling a d20 and consulting the following chart:

D20 Roll	Alignment
1-6	Evil
7-14	Good
15-20	Neutral

The *Orb of Evil*: When held, the *Orb* automatically allows its owner to control undead creatures as a cleric of the same level can. Those already to control undead may add 3 to their effective level when attempting to control undead creatures. In addition, the bearer of the *Orb* may cast Fear and Vampiric Touch (3/day).

The *Orb* is attuned only to those of evil alignment. Characters of differing alignments who handle the *Orb* suffer the same effects as given for the *Crown of Evil*.

Among evil characters, only those of chaotic disposition can use all the item's powers. Others do not gain the ability to control undead.

Furthermore, the *Orb* itself covets worldly goods, particularly magical items. Once per week the bearer of the *Orb* must sacrifice a magical item (excluding scrolls and/or potions). Once touched by the *Orb*, the item crumbles to dust. The wielder of the *Orb* also must own the magical item in question - merely touching the *Orb* to someone else's magical armor will not do. Items destroyed by the *Orb* are forever lost, beyond even the power of deities to recover.

The *Orb of Good*: All of the *Orb's* powers must be activated with a command word. First, it functions as a *gem of brightness* with unlimited charges. Second, the *Orb* can Heal (1/day) any creature that touches it. The third ability allows the user to commune with a lawful good deity once per week.

Like the *Crown* and *Scepter*, the *Orb* is selective about who handles it. Characters of differing alignments who handle the *Orb* suffer the same effects as given for the *Crown of Good*. Good characters of less than lawful purity can only use the Heal ability of the *Orb*.

Another consideration for the owner of the *Orb* is that he must sacrifice all worldly possessions (to charity) and forever renounce all titles and claims; knights forswear their lieges, clerics leave their temples, and magic-users give up their magical wonders. Only the other pieces of the regalia (if available) and the humblest of dress and weapons (all non-magical) may be retained. Anything given up cannot be reclaimed after the artifact has disappeared.

The *Orb of Neutrality*: When gazed through, the *Orb* functions as a *gem of seeing*. The *Orb* may create a floating fiery Symbol of Persuasion (1/day) and constantly grants its bearer protection from normal missiles. Finally, the bearer of the *Orb* may create an Antimagic Shell once per day.

Characters of good or evil alignment who handle the *Orb* suffer the same effects as given for the *Crown of Good*. Chaotic neutral and lawful neutral characters may only use the true seeing ability of the *Orb*, for the *Orb* is attuned to true neutrality. The bearer of the *Orb* must always abide by the terms of any oath, deal, vow, treaty, pact, contract or other agreement that he makes. This power is in effect even when the character is not holding the *Orb* - possession of the artifact is all that is required.

Possession of Multiple Regalia of Might: If any two items of Might are possessed, the character immediately gains one experience level, and his experience point total is set halfway to the next level. The character immediately gains all the benefits of the new level. This benefit is lost if the second item is lost. If all three items are held by a single creature, all the benefits described above are received. In addition, the bearer of all three items may cast Antimagic Shell once per day, regenerates 2 Hit

Points every 10 minutes, and may cast Word of Recall once per day. These bonuses last for as long as all the items of the Might are retained. If one is lost, stolen, or surrendered, the benefits are lost.

Queen Ehliisa's Marvelous Nightingale: The origin of this artifact is unknown, although the Mage Mordenkainen is reported to have asserted that the *Nightingale* was made by Xagy and the goddess of volcanic activity, Joramy, some 17 centuries ago.

Queen Ehliisa bent all to her will with the enchantments of the device, and throughout her reign of several centuries the *Nightingale* never escaped its confinement. This bejeweled songbird seems to actually spring to life when its mechanism is activated.

The creature is held within a fine mesh of golden wires, much like the cage of a real bird, and when set in motion the *Nightingale* opens its glittering wings, hops to the highest perch in the cage and performs. It is known that the device throws forth an Antimagic Shell with a 30 foot radius. Those within this sphere are reported to neither hunger nor thirst as long as they remain within.

It is rumored that the eyes of this artifact can shoot forth scintillating rays of brilliant color, each color having a different effect; its songs likewise are able to work magical wonders, and if the rays and songs are directed in combination highly powerful spells are supposedly woven.

Some of the powers of the *Marvelous Nightingale* include: Bless (5/day), Detect Evil (at will), Enthrall (3/day), Mass Charm (1/day), Otto's Irresistible Dance (1/day), Restoration (1/day), Slow (3/day), Speak with Animals (at will), Tongues (at will) and Zone of Truth (3/day).

The owner of the *Marvelous Nightingale* becomes increasingly paranoid over time, seeking to keep the artifact safe from all who would try to take it from him. Each month the artifact is possessed its keeper must make a DC 20 Charisma save or become completely paranoid and reclusive.

Recorder of Ye'Cind: This most magical wind instrument needs no musician to play upon it, for the Recorder itself can play the most complicated of airs upon command. It will always sound an alarm if anything belonging to its possessor (including itself) is stolen while within 30' of it.

Playing a sustained note upon the Recorder reveals a single and important truth about a subject of the user's choosing. This truth is revealed in the form of a shimmering image, complete with visual and aural effects. The truth is usually something of profound significance in the subject's life, although the Recorder does not reveal the same image more than once for a single subject (1/day).

In addition, the bearer of the recorder can use the following abilities if they make a successful (DC 15) Performance: Woodwind Instruments skill check: Audible Glamour (7/day), Charm Monster (1/day), Confusion (1/day), Feeblemind (1/week), Summon Monster V (1/day) and Tongues (5/day).

The music is so beautiful that the user becomes unable to hear anything except the Recorder within 2d4 weeks. All of the standard penalties for deafness are suffered. This selective deafness can only be restored by a Forget, Wish, or Miracle spell.

Ring of Gaxx: This piece of jewelry is of totally alien origin, for while its loop appears to be of platinum and its stone a very fine spinel, examination by the most astute or expert jeweler (DC 18 Profession: Jeweler check) will discover the workmanship to be unique and the gem of unknown type.

The *Ring of Gaxx* must be placed on a finger in order to discover its powers. The wearer is immune to all forms of disease, both normal and magical. Each of the nine sides of the gem has its own power. The active side faces the fingertip and the entire ring is impossible to mark. The gem rotates clockwise when one of the following occurs; it is put on, it is worn while sleeping, or the stone is turned.

Its powers are: Cure Light Wounds (7/day), Disintegrate (1/week), Invisibility (1/day), Passwall (1/day), Raise Dead (1/week), Shield (5/day), Shocking Grasp (3/day), Stoneskin (2/day), and Teleport without Error (1/day). Once all nine powers have been discovered, the wearer can use the powers with DC 15 Intelligence or Arcana check.

Once the *Ring* is worn for more than 48 continuous hours, it begins to transform the wearer (over the next 96 hours) into a creature of unknown origin. A thick pair of horns grow 2 inches above the ears; the skin

hardens into thick scales, providing an Armor Bonus of 5 (armor cannot be worn over these scales). The eyes develop Darkvision 120' and daylight becomes painful. The transformed wearer suffers a -2 penalty to attack rolls, Armor Class, and Dexterity checks when in daylight. Spellcasters and psionics must make a DC 10 Concentration Check in order to successfully cast spells or activate psionic abilities while in daylight. The lower canines extend an inch beyond the lips. Horn and bite attacks are possible, inflicting 1d4 points of piercing damage for the horns and 1d6 piercing damage for the bite.

To reverse an incomplete transformation, the *Ring* must be removed for a number of hours equal to the number worn. However, once it is complete it is permanent, and the wearer needs the *Ring* to survive; without it death occurs within 72 hours.

Rod of Seven Parts: The Wind Dukes of Aaqa are the legendary creators of this artifact. It is said that they constructed the *Rod* to use in the great battle of Pesh where Chaos and Law contended. There, the *Rod* was shattered, and its parts scattered, but the enchantments of the item were such that nothing could actually destroy it, so if its sections are recovered and put together in the correct order, the possessor will wield a weapon of surpassing power.

The 7 parts of the *Rod* are slightly different, the first being the largest in length and diameter, the seventh being the smallest. Singly each appears to be a short bar or baton, except the seventh which looks much the same as a short metal wand. Each part of the *Rod* conveys an impression of the direction in which the next larger piece lies, so that the first part of the *Rod* will give its possessor a feeling as to which direction the second part lies in and so on.

Assembling the *Rod* can be a very difficult task, requiring extensive wards and glyphs (requiring a full day to inscribe) to be placed upon each segment before they can be joined. Bringing two segments within 1 foot of each other without first taking these precautions causes the newest piece of the *Rod* to teleport 1d100 miles in a random direction. Roll 1d10: 1) north, 2) north east, 3) east, 4) south east, 5) south, 6) south west, 7) west, 8) northwest, 9) straight up 1d10 miles, and 10) straight down 1d10 miles. When fully assembled, the *Rod of Seven Parts* is almost 5' long.

The powers of each part of the *Rod* are cumulative whenever joined, but the full powers shown work only when all parts of the artifact are joined. Although the *Rod* cannot be disassembled by its possessor, each time a prime power is used, there is a 5% chance that the whole will fly into its component pieces and teleport 2d100 miles away in random directions. When the *Rod* breaks apart, the teleported pieces lose all of their wards and glyphs. All effects of the *Rod* disappear with it.

Each piece of the *Rod* has its own minor power: The 4" tip can Cure Light Wounds (1/day), the 5" segment can Slow (1/day), the 6" part will Haste (1/day); the 8" piece can create a Gust of wind (5/day), the 10" part affords True Seeing (1/day), the 12" segment can Hold Monster (1/day), and the 15" part Heals (1/day).

As the segments come together, the *Rod* increases in power. The connected pieces still retain their minor powers, but a major power manifests with the addition of each part. With two parts, the character can cast Fly at will; three segments add grant the character Magic Resistance of 5; four segments allow the user to Control Winds (2/day); five pieces grant the power to Shapechange (2/day); six segments enable the owner to Wind Walk (1/day); and with the seventh and final piece assembled, the character can cast Improved Restoration (1/day).

In addition, the fully assembled *Rod* radiates an aura of fearsome, icy Law, affecting anyone within a 20' radius. All enemies of the bearer (as defined below) within 60' who fail a DC 20 Charisma save must flee in panic.

Created to serve order, the *Rod* immediately changes any character possessing one or more of its segments to an absolute follower of Law, beyond the most rigid standards of lawful goodness.

The character will feel compelled to intervene in all things and maintain the primacy of Law over Chaos, heedless of the effects for good or ill. Anyone, even close friends and other party members, not adhering to the owner's strict views are perceived as enemies. Upon assembling three pieces, the owner will refuse to part with the *Rod* at any time, under any circumstances.

Sceptre of Might: For the legendary source of the 3 Sceptres of Might, see the foregoing section on Crown of Might. The effects of handling a Sceptre of an ethos not a character's own are the same as those of a Crown. Each Sceptre is wrought of bronze inlaid with silver and many fine gems, with a huge precious stone tipping its 2' length, giving the item a value of 150,000 or more gold pieces on the open market. Each Sceptre functions as a rod of rulership with endless charges in addition to the powers outlined below. Each Sceptre has an ethic alignment determined by rolling a d20 and consulting the following chart:

D20 Roll	Alignment
1-6	Evil
7-14	Good
15-20	Neutral

The Scepter of Evil: Upon command, the Scepter functions as a staff of withering (1/week), able to drain ability scores or cast the Wither effect. Once per day the bearer may cast Power Word, Blind and may cast a Finger of Death once per week.

Like the all pieces of the regalia of Evil, the Scepter is attuned only to those of evil alignment. Characters of differing alignments who handle the Scepter suffer the same effects as given for the Crown of Evil. Among evil characters, only those of chaotic alignment can use all the item's powers. For others, the Scepter functions only as a rod of rulership with the withering ability.

As befits the nature of Evil, the bearer of the Scepter quickly comes to imagine himself as supreme, the natural leader and ruler of all. Only beings of demigod or greater status are immune to this, since they already consider themselves to be (and they are) supreme beings.

Those overcome with self-importance can no longer accept any settlement or compromise. The bearer of the Scepter must be first in all things. He will not relent until all those who stand in opposition (be they friend or foe) recognize his might, objectly surrender, flee in terror, or lie crushed beneath his heel. Indeed, the greater the foe, the more urgent grows the desire to overthrow them.

The Scepter of Good: While the Scepter is gripped, the owner is immune to all enchantment/charm spells. Upon the wielder's mental command, anyone touched by the Scepter must make a DC 20 Strength save or be paralyzed for up to 20 rounds as per the Hold Person spell. Held creatures may attempt to fight off this effect each round, on their turn, with a successful Strength save.

The Scepter is sensitive to alignment. Characters of differing alignments who handle the Scepter suffer the same effects as given for the Crown of Good. Only lawful good creatures may benefit from the immunity to enchantment/charm spells granted by this artifact.

Not viewed as a curse by the powers of Good, the owner of the Scepter must live up to noble ideals. Specifically, the owner of the Scepter must always come to the aid of those in need, whether they be accused innocents in the marketplace or oppressed multitudes in some distant land. This call cannot be refused or resisted unless the character is already involved in another quest or actively battling the champion of the other powers. The master of the Scepter becomes a true knight-errant, forever galloping off to right every wrong.

The Scepter of Neutrality: The holder of the Scepter regenerates 1 Hit Points per round but cannot regenerate from fire or acid damage. Upon command, the Scepter will generate a thunderclap like a staff of thunder and lightning (1/day). The Scepter also functions as a rod of beguiling.

Characters of good or evil alignment who handle the Scepter suffer the same effects as given for the Crown of Neutrality. Only true neutral creatures may use all of the abilities of the Sceptre, with lawful neutral and chaotic neutral creatures only benefitting from the rulership and thunderclap abilities of the Sceptre.

Desiring harmony and balance, the powers of Neutrality require the holder of the Scepter to seek a settlement to all disputes. The settlement can be a truce, surrender, payment, bribe, or whatever, as long as peace is attained. The character cannot allow any dispute to remain unegotiated, be it a war between two kingdoms or a jealous lovers' duel.

Possession of Multiple Regalia of Might: If any two items of Might are possessed, the character immediately gains one experience level, and his experience point total is set halfway to the next level. The character

immediately gains all the benefits of the new level. This benefit is lost if the second item is lost. If all three items are held by a single creature, all the benefits described above are received. In addition, the bearer of all three items may cast Antimagic Shell once per day, regenerates 2 Hit Points every 10 minutes, and may cast Word of Recall once per day. These bonuses last for as long as all the items of the Might are retained. If one is lost, stolen, or surrendered, the benefits are lost.

Sword of Kas: The vampire Kas was the dreaded lieutenant of Vecna. He used this mighty blade, created by his master, to betray and attack the arch-lich, cutting off his hand and removing his eye in a terrible battle before Vecna destroyed him. Only his sword survived, and it is said to forever seek vengeance against Vecna. There is recorded this additional information regarding the lich, Vecna:

"When Vecna grew in power he appointed a most evil and ruthless lieutenant to serve as his bodyguard and right hand. This henchman was the lord, Kas, and for him Vecna found a weapon of potency, a long and thin flatchet of dull gray metal; a sword of unsurpassed hardness with sharp point, keen edges, and magical properties. For a long, long time Kas faithfully served the lich, but as his power grew, so did his hubris, for his Sword was constantly urging him on, saying that Kas was now greater than Vecna himself, and with the might of the Sword to aid and direct him, Kas could rule in Vecna's stead. Legend says that the destruction of Vecna was by Kas and his Sword, but at the same time Vecna wrought his rebellious lieutenant's doom, and the world was made brighter thereby."

The Sword inflicts 2d20 necrotic damage the first time it's touched. The sword is intelligent (INT 15, Ego 24) and chaotic evil. The Sword acts as a +6 defender vorpal longsword that grants its wielder a Strength score of 20. It communicates telepathically with its wielder, revealing only two, random powers when first touched.

It can be used to cast the following spells, once per day each: Call Lightning, Unholy Word, and Unholy Aura. Upon command, the Sword can cast Shield (3/day). The sword also grants Foresight and defiles holy water within 30 feet.

Unknown to the Sword is the fact that its powers fail whenever it is brought within 60' of Vecna or one of his artifacts. With the Sword's high Ego, the wielder risks artifact domination; the Sword's goal is to destroy Vecna and his artifacts. Last, it must be quenched in blood once per day and will try to control its owner to do so. If successful, the character is compelled to kill (even another PC). See page 155 for more information on weapon Egos and personality conflicts with intelligent weapons.

The Teeth of Dahlver-Nar: If any cleric was more powerful than the renowned Dahlver-Nar, histories do not tell us. The gods themselves gave special powers to him, and these have passed on to others by means of the great relics of Dahlver-Nar, his teeth. Each of the Teeth has some power, and if one character manages to gain a full quarter, half, or all of them, other grand benefits accrue.

In order to gain the power of one of these Teeth, however, the character must place it into his or her mouth, where it will graft itself in the place of a like missing tooth. The Teeth can never be removed once so emplaced, short of the demise of the possessor. Their powers/effects by tooth are:

Tooth	Granted Power
1	Detect Poison (at will)
2	Purify Food and Drink (1/day)
3	Bless (1/day)
4	Command (1/day)
5	Comprehend Language (at will)
6	Cure Light Wounds (1/day)
7	Detect Evil (at will)
8	Endure Elements (at will)
9	Remove Fear (3/day)
10	Sanctuary (1/day)
11	Aid (1/day)
12	Cure Moderate Wounds (1/day)
13	Enthrall (1/day)
14	Slow Poison (3/day)
15	Speak with Dead (1/day)
16	Cure Disease (1/day)
17	Cure Serious Wounds (1/day)

18	Prayer (1/day)
19	Remove Curse (1/day)
20	Detect Lie (3/day)
21	Dismissal (1/week)
22	Exorcise (1/week)
23	Neutralize Poison (1/day)
24	Restoration (1/day)
25	Commune (1/week)
26	Dispel Evil (1/week)
27	Word of Recall (1/week)
28	Geas (1/month)
29	Banishment (1/week)
30	Holy Word (1/week)
31	Improved Restoration (1/week)
32	Holy Aura (1/week)

These powers are cumulative. If $\frac{1}{4}$ of the *Teeth* are possessed the bearer is able to turn undead as a cleric of their level would. If the bearer can turn undead, he turns undead as if he were 3 levels higher than his actual level. If $\frac{1}{2}$ of the *Teeth* are possessed the bearer is able to go without nourishment or sleep so long as he acts in accordance with the will of Dahver-Nar. If all of the *Teeth* are possessed the bearer is able to use Tongues at will and no longer suffers the ill effects of aging.

The bearer of the *Teeth* falls under their influence over time. Each month he must make a DC 20 Charisma save (with an additional, -2, for every $\frac{1}{4}$ of the *Teeth* possessed) or move one step towards the lawful good alignment. Once the bearer becomes lawful good he takes up the path of Dahver-Nar, giving up all worldly goods and going on a pilgrimage on behalf of Rao, the Flan god of Peace, Reason, and Serenity (see the World of Greyhawk for more information). No persuasion or inducements will hold the character from this path, which effectively removes the character from play.

Throne of the Gods: It is said that somewhere there is carved from the heart of a majestic mountain a massive stone chair, inlaid with mosaics of ivory and precious metals and set about with gems, a throne upon which certain gods actually sat when they walked the world.

The *Throne* supposedly is within a great cavern, a part of the mountain's core, so as to be immobile and immovable. Anyone daring to seat himself or herself upon this chair is subject to the effects and may gain benefits from the *Throne's* magic. It is certain, according to fables, that the character will gain a boon, but in doing so he or she will also be subject to its malevolent effect.

An Antimagic Shell radiates from the base of the *Throne* and fills the entire chamber - only the *Throne* is unaffected. A character sitting upon the *Throne* with a clear, concise desire in mind has an 85% chance that the *Throne* will fulfill his request, as per the *Wish* spell.

At the same time, the gods are offended when mere mortals use the *Throne of the Gods*, even if they have humble intentions. If the request is not granted, then the gods were displeased for some unknown reason. The character will instead (roll a d10) be:

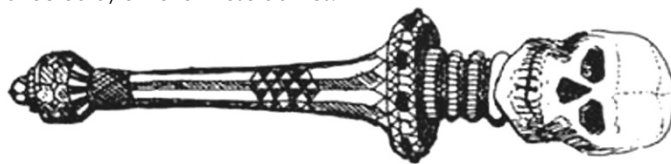
D10 Roll	Consequence
1	Geased by the gods
2	Given a cursed magical item
3	Cursed with a -1 penalty to one ability score
4	Teleported 10 miles away
5	Stricken deaf or blind
6	Stripped of a material wealth
7	Stripped of all magical items
8	Polymorphed into a peacock
9	Forced to change their alignment
10	Given their <i>Wish</i> , which is altered to cause some unpleasant repercussions.

Any character daring the *Throne* for a second try immediately incurs the wrath of a god. Those foolish enough to attempt to try a second time instantly find themselves alone and face-to-face with a random god on its home plane.



Wand of Orcus: This ghastly weapon is the property of the demon prince, Orcus, but at times it is said that he will allow his Wand to pass into the Prime Material Plane in order to wreak chaos and evil upon all living things there.

The *Wand* acts as a +6 footman's mace that confers Protection from Good at all time upon its wielder. All living creatures struck by the *Wand* must make a DC 20 Charisma save or be slain. Extraplanar creatures struck by the *Wand* must make this save if on their home plane. If away from their home plane they must make a DC 20 Wisdom save or face banishment to their home plane. Gods, godlings, demon lords, greater devils, saints, demi-gods, and creatures with 15 or more Hit Dice are not affected by either of these abilities.



The other abilities of the *Wand* are:

Animate Dead (3/day), Darkness 15' Radius (3/day), Desecrate (3/day), Dispel Good (1/day), Fear (at will), Harm (1/day), Monster Summoning VI (1/day), and Unholy Aura (1/day)

The bearer must of evil alignment, suffering 5d6 points of psychic damage upon touching the *Wand* if of good or neutral alignment. Furthermore, the wielder of the *Wand* gains its service at a price. Each day its wielder is compelled to kill as many creatures as it has levels of experience or Hit Dice (a DC 20 Charisma save allows the wielder to resist this compulsion) and must make a DC 20 Wisdom save each week or shift 1 step towards chaotic evil.

Should the bearer ever be slain, his soul is drawn into the *Wand* and utterly destroyed. The character may never be brought back to life through any means.

BASES OF OPERATIONS



The Followers section of the Player's Handbook (repeated on pages 56-60 of this book for ease of reference) describes if and how player characters, upon reaching 9th level, attract troops, commoners, retainers, or pupils. The section also alludes to strongholds, schools, guilds, and other bases of operations that players may eventually seek to build. The rules provided below give a brief overview of how to construct and maintain bases of operations, as well simple guidelines for the revenue that such holdings generate.

Establishing a Base of Operations

Eventually, characters will seek to establish a base of operations, such as a temple, stronghold, bardic college, monastery, and so on. Usually, these home bases are established at or after 9th level, when player characters attract followers and have made a name and place for themselves within the wider world of their campaign. Some characters, however, have simpler designs and seek to spend their downtime at a simple home, remote hunting lodge, or druidic grove; while others spend their time between adventures running a shop, acting as an innkeep, or farming a plot of land in order to make a living and stay in touch with those they seek to protect.

A character can spend time between adventures building a base of operations. Before work can begin, the character must acquire a plot of land. If the grounds lie within a kingdom or similar domain, the character will need a royal charter (a legal document granting permission to oversee the estate in the name of the crown), a land grant (a legal document bequeathing custody of the land to the character for as long as he or she remains loyal to the crown), or a deed (a legal document that serves as proof of ownership). Land can also be acquired by inheritance or other means.

Royal charters and land grants are usually given by the crown as a reward for faithful service, although they can also be bought. Deeds can be bought or inherited. A small estate might sell for as little as 100 gp or as much as 1,000 gp. A large estate might cost 5,000 gp or more, if it can be bought at all.

Although not a common practice, it is sometimes possible to lease property from a land owner. This is much like buying the land but assumes that a monthly payment will be made to the lord - a sort of rent. In return for his payments, the land is under the complete control of the leasing character. Often, a lease will be set up to allow the character a chance to begin building a castle before he has acquired the funds to buy the land outright. The price charged for a land lease is highly negotiable, and DMs should base the monthly payment on the value of the land and the perceived wealth of the character.

Among adventurers and explorers, claiming land is a favorite means of setting up housekeeping. If the character or party are recognized as the first individuals ever to tame or explore a given region of the world, then they are free to claim it. If they are planning to establish their own barony or similar domain, the characters are free to claim the land for themselves. Of course, if someone else comes along and claims it as well, then a battle may ensue. Hopefully, the characters are prepared for this and will be able to keep their attackers from defeating them.

One of the more infamous means of coming into possession of land on which to build a stronghold or base of operations is by taking it with force. Examples of such actions might include the "liberation" of a land which is rightly the king's (in his opinion) but which has been taken over by another state and the taking of land held by a nation of opposing alignment.

Another possibility is the theft of land. Although it is obviously not possible to actually grab the land and run with it, there are many dishonest means by which ownership can be had. For example, a land owner could be forced into betting his land in a dishonest card game. When the last hand is dealt, he has lost. Falsified bills of sale or wills are another possibility. As a rule, only those of evil alignment will use such means to acquire land.

In regions which are only partially explored or which have been claimed by a rival government, it is possible to "claim jump." In short, a force moves in, makes their claim, and establishes a keep or village of some type as quickly as possible. They then attempt to hold the land, often asserting "squatter's rights" and fighting off attempts by others to reclaim their rightful territory.

Once lands are secured or leased, a character needs access to building materials and laborers. The table below shows the cost of building a base of operations (including materials and labor) and the amount of time it takes, provided that the character is using downtime to oversee construction. Work can continue while the character is away, but each day the character is away adds 3 days to the construction time.

Property	Construction Cost	Construction Time
Abbey or monastery	50,000 gp	400 days
Castle, small	125,000 gp	600 days
Castle, large	500,000 gp	2,000 days
College	50,000 gp	400 days
Estate, noble	50,000 gp	250 days
Farm	2,000 gp	20 days
Fort or outpost	20,000 gp	150 days
Guildhall	10,000 gp	75 days

Property	Construction Cost	Construction Time
Hunting lodge	2,500 gp	20 days
Inn, rural	7,500 gp	60 days
Inn, urban	5,000 gp	40 days
Temple, large	50,000 gp	400 days
Temple, small	15,000 gp	100 days
Tower, fortified	15,000 gp	100 days
Trading post	7,500 gp	60 days

Recurring Expenses

Besides the expenses associated with maintaining a particular lifestyle (PHB 46 and 51), adventurers might have additional drains on their adventuring income. Player characters who come into possession of property, own businesses, and employ hirelings must cover the expenses that accompany these ventures.

It's not unusual for adventurers - especially after 9th level - to gain possession of a castle, a tavern, or another piece of property. They might buy it with their hard-won gold, take it by force, obtain it in a lucky draw from a deck of many things, or acquire it by other means.

Castles and keeps employ soldiers to defend them. Roadside inns, outposts and forts, palaces, and temples also rely on hired swords for their defense. Warriors make up the bulk of a castle's expert hirelings. See pages 222-224 for more information on castles and keeps.

Property	Common Hirelings	Expert Hirelings	Cost/Day
Abbey or monastery	25	5	20 gp
Castle, small	50	50	100 gp
Castle, large	100	200	400 gp
College	25	3	15 gp
Estate, noble	15	3	10 gp
Farm	-	1	5 sp
Fort or outpost	40	20	50 gp
Guildhall	3	5	5 gp
Hunting lodge	-	1	5 sp
Inn, rural	10	5	10 gp
Inn, urban	5	1	5 gp
Temple, large	10	10	25 gp
Temple, small	-	2	1 gp
Tower fortified	-	10	25 gp
Trading post	2	4	10 gp

Common and Expert Hirelings: Pages 48 explains the difference between an expert hireling and a common one and gives example of both types of hirelings.

Cost per Day: The cost includes everything it takes to maintain the property and keep things running smoothly, including the salaries of hirelings. If the property earns money that can offset maintenance costs by charging fees, collecting tithes or donations, or selling goods), that is taken into account in the table.

The table above shows the per-day upkeep cost for any such property. The cost of a normal residence isn't included here because it falls under lifestyle expenses, as in The Player's Handbook. Maintenance expenses need to be paid every 30 days. Given that adventurers spend much of their time adventuring, staff always includes a steward or caretaker who manages the daily responsibilities of maintaining a property in the party's absence.

Note that an adventurer-owned business can earn enough money to cover its own maintenance costs. If characters spend their time between adventures practicing a Craft, Performance, or Profession skill, they can eke out the equivalent of a modest lifestyle. Maintaining this kind of lifestyle doesn't require them to spend any coin, but it is time-consuming. As such, the character/business owner needs to periodically ensure that everything is running smoothly by tending to the business between adventures.

Some characters might prefer to spend their time away from civilization, sustaining themselves in the wild by hunting, foraging, and repairing their own gear. Proficiency in the Survival skill also lets you live at the equivalent of a modest lifestyle when living off of the land.

Provided that a stronghold, temple, tower, or similar stronghold acts as the base of operations for the lord and protector of a domain made up of one or more communities, some or all of the recurring expenses listed above may be offset by tolls, land leases, taxes, and so on.

Barring unusual circumstances, and provided that a lord's holdings are reasonable self-sufficient, assume that the property costs listed above are negated by income that those holdings generate. In addition, the lord of those lands can maintain a comfortable lifestyle (for himself) at no cost. To live at a more lavish lifestyle, the character must either pay the cost difference between his desired lifestyle and the 2gp per day needed to live comfortably or gain additional revenue through harsher taxes, tithes, and so on. This, however, is not sustainable and will lead to resentful, possibly rebellious, subjects, merchants, and/or parishioners.

Domain Events

At the beginning of each game year, the DM can select or randomly determine events that will occur within a player character's holdings over the coming year. Each domain or holding should have 1d4 events per year.

A percentage roll determines what event takes place, though you may modify this as best suits your campaign. Random results should be modified for balance; four disasters in a single year could wipe out a player's holdings, which is unfair.

Space does not permit detailed descriptions of events; those included here will help to stimulate the DM's imagination.

Natural Events: All of the following depend on the terrain, location, and other details relevant to the player's holdings:

D% Roll	Event
01	Comet
02-10	Death (official, priest, elder, etc.)
11	Earthquake (natural disaster)
12	Explosion
13-22	Fire, minor
23-27	Fire, major (natural disaster)
28-36	Flood
37-41	Hurricane (natural disaster)
42-45	Market glut
46-50	Market shortage
51	Meteor strike (natural disaster)
52-55	Meteor shower
56-57	Plague (natural disaster)
58-63	Population change (gain or loss)
64-66	Resource lost
67-69	Resource discovered
70-73	Sinkhole
74-85	Storm
86	Tornado (natural disaster)
87-90	Trade route threatened
91-92	Trade route established
93	Volcano (natural disaster)
94-95	Waterspout
96-00	Roll on the Unnatural Events Table below

Unnatural Events Table: The following are not based on nature:

D% Roll	Event
01-05	Assassination (official, priest, elder, etc.)
06-13	Bandits
14-19	Border skirmish
20-24	Cultural discovery
25	Divine or infernal being sighted
26-28	Dungeon ruins found
29-32	Fanatic cult
33-36	Ghostly creature haunts the area
37-40	Lost item or person of import
41-43	Magical event
44-50	Migration to or from the area
51-59	Monstrous incursions
60-64	Murder spree
65-68	Pretender/usurper
69-75	Raids into lands
76	Rebellion (major- insurrection)
77-82	Rebellion (minor)
83-84	Spy ring
85-87	Thieves' guild established
88-90	Treacherous retainer, official, priest, elder, etc.
91-93	Unnatural blight
94-00	VIP visitor

YOUR CAMPAIGN WORLD

Your campaign, or anybody else's, is not the only possible world-setting for the AD&D game. Even those who use the same setting for their game embellish that world and alter it to suit their tastes, and those of their players. As such, there are as many different campaigns as there are DMs.

While AD&D offers official campaign settings, such as the World of Greyhawk and the Forgotten Realms, many DMs wish to create their own worlds. For these intrepid DMs there are nearly limitless options. As DM, you could create:

A carefully researched campaign set in late-Medieval Italy where characters can meet famous rulers and artists of the age.

One set in a world similar to the Far East, with characters, creatures, and beliefs drawn from East Asian myth and legend.

A campaign set in lands similar to ancient Egypt at the height of the Bronze Age.

A campaign in a subterranean world dominated by dwarves, locked into an endless war with fecund orcs.

A campaign set in gloomy, mysterious Eastern Europe, populated by sullen peasants, crumbling castles, and monsters both urbane and bestial, in the best traditions of old horror movies.

A truly fantastic world filled with genii-driven steam engines, elemental airships, and spell-driven telegraphs.

A campaign set in a tropical archipelago where travel is by canoe between islands of cannibals, giant beasts, and lost civilizations.

A campaign world set in Africa at the height of its great empires, where powerful native kingdoms fight to resist the conquest of foreign explorers.

A campaign based on the works of a particular author, such as Sir Thomas Mallory's *Le Morte d'Arthur* or the sagas of Iceland.

To allow such diversity and to provide unlimited adventure possibilities, the AD&D game world offers many, alternate Prime Material Planes of existence. Each plane is a different area of existence, separate from the others and bound by its own physical laws.

The Prime Material Planes (or Primes) include the many Earth-like alternate worlds and campaigns that operate from the same basic realities. There may be variations from Prime to Prime, but most features remain the same. The inhabitants of each Prime always refer to their plane as *the Prime Material Plane*.

These planes exist outside our normal understanding of space and dimensions and each has properties unique to itself. Since these planes are limitless and without defined form, it is not possible to draw a road-map of the Prime Material Planes and their relationships to each other.

Worldbuilding

You may wish to build your own world. It's a challenging and rewarding task, but it can also be a time-consuming one. Once you have decided to create your own world, you face a number of choices. Do you make it like the real world, drawing from history and real-world knowledge, or do you create something completely different? Do you draw from your favorite fictional setting or create it all on your own? Do the laws of physics work as we know them, or is the world flat with a dome of stars overhead? Do you use the standard races, classes, and equipment in the Player's Handbook, or do you create new ones? The questions alone are daunting, but for those who love world-building, they are also exciting. So where do you start? There are two approaches to creating a campaign world.

Inside Out

Start with a small area and build outward. Don't even worry about what the whole world looks like, or even the kingdom. Concentrate first on a single village or town, preferably with a dungeon or other adventure site nearby. Expand slowly and only as needed. When the PCs are ready to leave the initial area (which might not be for ten or more playing sessions, depending on your first adventures), expand outward in all directions so you're ready no matter which way they go.

Eventually, you will have an entire kingdom developed, with the whole derived from what follows from the initial starting point. Proceed to other neighboring lands, determining the political situation in each one.

Keep accurate notes as you play, for you may develop rumors of hostilities with a neighboring kingdom before you ever develop the kingdom itself!

The advantage to this method is that you don't need to do a lot of work to get started. Whip up a small area - probably with a small community - design an adventure and go. This method also ensures that you won't develop areas of the campaign that are never visited by the PCs and that you can develop things (and change your mind) as you go.

Outside In

Start with the big picture - draw a map of an entire continent or a portion thereof. Alternatively, you could start with a grand design for how a number of kingdoms and nations interact or the outline of a vast empire. You could even start with a cosmology, deciding how the deities interact with the world, where the world is positioned in relation with other worlds, and what the world as a whole looks like. Only after you have this level of concept design worked out should you focus on a particular area.

When you begin more detailed work, start with large-scale basics and work down to small-scale details. For example, after you have constructed your continent map, pick a single kingdom and create the ruler or rulers and the general conditions. From there, focus on some substate or region within the kingdom, develop who and what lives there (and why), and pepper the region with a few hooks and secrets for later development. Finally, once you get down to the small scale - a single community, a particular patch of forest or valley, or wherever you choose to start the campaign - develop the area in great detail. The specifics of the small area should reflect and tie back to the basics you have set up for the larger areas.

This method ensures that once you have started the campaign, you're already well on your way to having a complete setting. When things are moving along quickly in the campaign, you can focus on the characters and individual adventures, because the world is mostly done. This method also allows you to use foreshadowing of larger events, faraway places, and grander adventures early on in the campaign.

Geography

Campaigns need worlds. Worlds have geography. This means that when creating your world, you need to place the mountains, the oceans, the rivers, the towns, the secret fortresses, the haunted forests, the enchanted places, and all the other locales and features. If you want a realistic world, use encyclopedias, internet research, and atlases to learn more about topography, climate, and geography (natural and political). You only need the basics to create a fantasy world, unless you or your players are sticklers for accuracy. Research and learn as much as you need to create a world that will please your players. In general, however, if you know a little about how terrain affects climate, how different types of terrain interact (mountains usually follow coastlines, for example), and how both climate and terrain determine where people usually live, that should be enough. When you're done, you can create the map or maps you need for your campaign.

Climate

It is of utmost importance to some Dungeon Masters to create and design worlds which are absolutely correct according to the laws of the scientific realities of our own universe. These individuals will have to look elsewhere for direction as to how this is to be accomplished, for this is a rule book, not a text on any subject remotely connected to climatology, ecology, or any science soft or hard. However, for those who desire only an interesting and exciting game, some useful information in the way of advice can be passed along.

Temperature, wind, and rainfall are understood reasonably well by most people. The distance from the sun dictates temperature, with the directness of the sun's rays affecting this also. Cloud cover also is a factor, heavy clouds trapping heat to cause a "greenhouse effect". Elevation is a factor, as the higher mountains have less of an atmosphere "blanket".

Bodies of water affect temperature, as do warm or cold currents within them. Likewise, air currents affect temperature. Winds are determined by rotational direction and thermals. Rainfall depends upon winds and

available moisture from bodies of water, and temperatures as well. All of the foregoing are relevant to our world, and should be in a fantasy world, but the various determinants need not follow the physical laws of the earth. A milieu which offers differing climates is quite desirable because of the variety it affords DM and player alike.

The variety of climates allows you to offer the whole gamut of human and monster types to adventurous characters. It also allows you more creativity with civilizations, societies, and cultures.

Weather

Sometimes weather can play an important role in an adventure. Weather conditions are generally fairly consistent within a single day. (This is an obvious simplification to keep the game moving.) The exact conditions for a given day can be chosen by the DM (perhaps by using the weather outside) or it can be determined randomly. To do the latter, roll percentile dice and consult the following table.

D% Roll	Weather	Cold	Temperate to Subtropical	Desert
01-70	Normal	Cold, calm	Normal ¹	Hot, calm
71-80	Abnormal	Cold/warm snap ²	Cold/warm snap ²	Hot
81-90	Precipitation	Precipitation	Precipitation	Hot, windy
91-99	Storm	Snowstorm	Thunder- or snowstorm	Dust storm
00	Powerful storm	Blizzard	Blizzard, downpour, hurricane, tornado, windstorm	Downpour

¹ Normal, seasonal weather: cold in winter, warm in summer, moderate in spring and fall.

² In winter there is a 70% chance of a cold snap and 30% chance of a warm snap. In summer there is a 70% chance of a warm snap and 30% chance of a cold snap.

Terms on the table above are defined as follows:

Blizzard: Heavy snow has the same effects as normal snowfall, but also restricts visibility as fog does (see Fog, below). A day of heavy snow leaves 1d4 feet of snow on the ground. Heavy snow accompanied by strong or severe winds may result in snowdrifts 1d4×5 feet deep, especially in and around objects big enough to deflect the wind - a cabin or a large tent, for instance. There is a 10% chance that a heavy snowfall is accompanied by lightning (see thunderstorm below). Snow has the same effect on flames as moderate wind. Blizzards last for 1d3 days.

Calm: Wind speeds are light (0 to 10 mph).

Cold Snap: Lowers temperature by 10° F.

Cold: Between 0° and 40° Fahrenheit during the day, 10 to 20° colder at night. See the rules for extreme cold and heat on page 33 for more details.

Downpour: Heavy rainfall that obscures vision and can create flash floods. A downpour lasts for 2d4 hours. See the rules for heavy precipitation on page 33.

Dust Storm: These desert storms differ from other storms in that they have no precipitation. Instead, a dust storm blows fine grains of sand that obscure vision. Most dust storms are accompanied by severe winds (see page 34) and leave behind a deposit of 1d6 inches of sand. However, there is a 10% chance for a greater dust storm to be accompanied by hurricane-force winds. These greater dust storms deal 1 point of damage each minute to anyone caught out in the open without shelter and pose a choking hazard (see the rules for suffocating on page 34 - except that a character with a scarf or similar protection across his mouth and nose does not begin to suffocate until after a number of minutes equals his Constitution score). Greater dust storms leave 1d4 feet of fine sand in their wake.

Fog: Whether in the form of a low-lying cloud or a mist rising from the ground. Fog conceals all within it to varying degrees (imposing light to total concealment in the area).

Hail: Hail does not reduce visibility, but the sound of falling hail makes Perception checks more difficult (-1 penalty), as per heavy precipitation (page 33). Sometimes (5% chance) hail can become large enough to deal 1 point of bludgeoning damage per round to

anything in the open. Once on the ground, hail has the same effect on movement as snow (see below).

Hot: Between 85° and 110° Fahrenheit during the day, 10 to 20 degrees colder at night. See the rules for extreme heat and cold on page 33 for more details.

Hurricane: Hurricanes are accompanied by heavy precipitation and hurricane-force winds (see pages 33-34 for more details). Hurricanes can last for up to a week, but their major impact on characters will come in a 24-to-48-hour period when the center of the storm moves through their area.

Moderate: Between 40° and 60° Fahrenheit during the day, 10 to 20 degrees colder at night.

Powerful Storm: Severe winds and torrential precipitation reduce visibility to zero (heavy concealment), making Perception skill checks based on sight and all ranged weapon attacks impossible. Unprotected flames are automatically extinguished, and protected flames have a 75% chance of being doused.

Precipitation: Roll d% to determine whether the precipitation is fog (01-30), rain/snow (31-90), or sleet/hail (91-00). Snow and sleet occur only when the temperature is 30° Fahrenheit or below. Most precipitation lasts for 2d4 hours. By contrast, hail lasts for only 1d20 minutes but usually accompanies 1d4 hours of rain.

Rain: Rain reduces visibility as per heavy precipitation (page 33).

Sleet: Essentially frozen rain, sleet has the same effect as rain while falling and blankets the ground with a thin layer of ice (see page 33).

Snow: See the rules for heavy precipitation on page 33 for more details on the effects of snow. In addition, snows deeper than a few inches reduce movement as per difficult terrain (page 64). A day of snowfall leaves 1d12 inches of snow on the ground.

Snowstorm: In addition to the strong winds and heavy precipitation (see pages 33 and 34) snowstorms leave 3d6 inches of snow on the ground afterward.

Storm: Wind speeds are severe and the area is heavily obscured. Storms last for 2d4 hours. See pages 33 and 34 for more information on heavy precipitation and severe winds.

Thunderstorm: In addition to wind and precipitation (usually rain, but sometimes also hail), thunderstorms are accompanied by lightning that can pose a hazard to characters without proper shelter (especially those in metal armor). One in ten thunderstorms is accompanied by a tornado (see below).

Tornado: Tornadoes are very short-lived (1d6×10 minutes), typically forming as part of a thunderstorm system.

Warm: Between 60° and 85° Fahrenheit during the day, 10 to 20 degrees colder at night.

Warm Snap: Raises temperature by 10° F.

Windstorm: While accompanied by little or no precipitation, windstorms can cause considerable damage simply through the force of their strong to severe wind. Windstorms last for 1d6 hours.

See pages 33-34 for more information on the effects of weather and environmental hazards.



Ecology

So many of the monsters are large predators that it is difficult to justify their existence in proximity to one another. Of course, in dungeon settings, it is possible to have some in stasis or magically kept alive without hunger, but what of the wilderness? Then too, how do the human and humanoid populations support themselves? The bottom of the food chain is vegetation, cultivated grain with respect to people and their ilk. Large populations in relatively small land areas must be supported by lavish vegetation. Herd animals prospering upon this growth will support a fair number of predators. Consider also the tales of many of the most fantastic and fearsome beasts: What do dragons eat? Humans, of course; maidens in particular! Dragons slay a lot, but they do not seem to eat all that much. Ogres and giants enjoy livestock and people too, but at least the more intelligent sort raise their own cattle so as to guarantee a full kettle.

When you develop your world, leave plenty of area for cultivation, even more for wildlife. Indicate the general sorts of creatures inhabiting an area, using logic with regard to natural balance. This is not to say that you must be textbook perfect, it is merely a cautionary word to remind you not to put in too many large carnivores without any visible means of support.

Some participants in your campaign might question the ecology—particularly if it does not favor their favorite player characters. You must be prepared to justify it. Here are some suggestions. Certain vegetation grows very rapidly in the world—roots or tubers, a grass-like plant, or grain. One or more of such crops support many rabbits or herd animals or wild pigs or people or whatever you like! The vegetation springs up due to a nutrient in the soil (possibly some element unknown in the mundane world) and possibly due to the radiation of the sun as well (see the slight tinge of color which is noticeably different when compared to Sol?). A species or two of herbivores which grow rapidly, breed prolifically, and need but scant nutriment is also suggested.

With these artifices and a bit of care in placing monsters around in the wilderness, you will probably satisfy all but the most exacting of players and that one probably should not be playing fantasy games anyway! Dungeons likewise must be balanced and justified, or else wildly improbable and caused by some supernatural entity which keeps the whole thing running—or at least has set it up to run until another stops it. In any event, do not allow either the demands of “realism” or impossible make believe to spoil your milieu.

The Monstrous Manual gives a climate/terrain type for each kind of creature. With that information to work with, decide which creatures live where within each region of your world. If you have room on your map to mark such information, do so. It will help you keep track of things later on, both when determining random encounters and when developing adventure plots.

Example: If the PCs are on their way to the village of Orlane, you can see that living in the marsh nearby are hags, harpies, and a black dragon that the travelers might encounter. You can also use this information to create an adventure involving Orlane and the black dragon in which the dragon coerces the trolls to attack the people living there.

Considering the ecology issues of the marsh helps you explain the creatures' existences. What do the hags eat? What about the harpies? They must compete for resources, so do they avoid each other, or do they fight? The world is a predator-heavy one, based on the creatures described in the Monstrous Manual. Designing your world's ecology means coming up with a way to make sense of how it all works together. Perhaps there's bountiful prey in most areas that an overall abundance of vibrant, energy-rich plant life might help explain. Perhaps the predators prey upon each other. You don't have to design a complete food chain but giving thought to some ecology issues will help you answer player questions later—and that will help make your world seem real to them.



Demographics

Once the geography is determined, you can populate your world. This step is more important than monster placement and general ecology, not only because the PCs will spend more time in civilized areas but because the players have real-world experiences to measure their game experiences against when they're among other people.

People, in general, live in the most convenient places possible. They try to place their communities near sources of water and food, in comfortable climates, and close to sources of transportation (seas, rivers, flat land to build roads on, and so on). Of course, exceptions exist, such as a town in the desert, an isolated community in the mountains, and a secret city in the middle of a forest or at the top of a mesa. But there is also always a reason for those exceptions: The city at the top of the mesa is placed there for defense, and the isolated community in the mountains exists because the people there want to cut themselves off from the rest of the world.

Small communities are much more common than larger ones. In general, the number of people living in small towns and larger communities should be about 1/10 to 1/15 the number living in villages, hamlets, thorps, or outside a community at all. You might create a metropolis at the civilized center of the world with 100,000 people, but such a community should be the exception, not the rule. The more closely a city's location conforms to the ideal parameters (near food and water, in a comfortable climate, close to sources of transportation), the larger it can become. A secret city on top of a mesa might exist, but it's unlikely to be a metropolis. People living in cities need food, so if no nearby sources of food (farms, plenty of wild animals, herds of livestock) are present, the community needs efficient transportation sources to ship food in. It needs some other renewable resource as well, such as nearby forests to harvest for timber or minerals to mine, to produce something to exchange for the imported food.

Small, agricultural-based communities are likely to surround a larger city and help to supply the city population with food. In such cases, the larger community is probably a source of defense (a walled town, a castle, a community fielding a large number of deployable troops) that inhabitants of surrounding communities can seek refuge in or rely on to defend them in times of need. Sometimes, a number of nearby small communities clump together with no large community at the center. These small villages and hamlets form a support network, and the local lord often boasts a centrally located castle or fortress used as a defensible place to which the villagers can flee when threatened.

On a larger scale, the borders of kingdoms and countries usually coincide with physical, geographical barriers. Countries that draw boundaries through plains, farms, and undulating hills usually fight a lot of battles over such borders and must redraw the borders frequently until they coincide with natural barriers. Therefore, mountain ranges, rivers, or abrupt landscape changes should usually mark the borders between lands in your world.

Racial Demographics

The racial mix of a community depends on whether the community is isolated (little interaction with other races and places), mixed (moderate interaction with other races and places), or integrated (lots of interaction with other races and places). See the following table for examples of the demographics for isolated, mixed, and integrated communities.

Integrated	Isolated	Mixed
43% human	95% human	80% human
20% halfling	3% halfling	10% halfling
15% elf	1% elf	4% dwarf
10% dwarf	1% other races	3% elf
5% gnome		1% gnome
5% half-elf		1% half-elf
2% half-orc		1% half-orc

If the area's dominant race is other than human, place that race in the top spot and arrange the other races in rank order. You may also change the figures slightly to reflect various racial preferences.

Example: In an isolated dwarven town, the population is 95% dwarf, 3% gnome, 1% stout halfling, and 1% other races. In a mixed elven village, the population is 80% elf, 10% human, 4% tallfellow halfling, 3% gnome, and 3% half-elf (with no half-orcs or dwarves).

Generating Settlements

When the PCs come into a settlement and you need to generate facts about that town quickly, you can use the following material. To randomly determine the size of a community, roll on the table below:

D% Roll	Settlement Size	Population*	GP Limit
01-10	Thorp or dorf	20-100	40 gp
11-30	Hamlet	100-500	100 gp
31-50	Village or wych	500-1,000	200 gp
51-70	Small town	1,000-2,000	800 gp
71-85	Large town	2,000-7,500	3,000 gp
86-95	Small city	7,500-15,000	15,000 gp
96-99	Large city	15,000-50,000	40,000 gp
00	Metropolis	50,000 or more	100,000 gp

* Adult population. Depending on the dominant race of the community, the number of non-adults will range from 10% to 40% of this figure.

Community Wealth and Population

Every community has a gold piece limit based on its size and population. The gold piece limit shown above is an indicator of the price of the most expensive item available in that community. Nothing that costs more than a community's gp limit is available for purchase in that community. Anything having a price under that limit is most likely available, whether it be mundane or magical. While exceptions are certainly possible (a boomtown near a newly discovered mine, a farming community impoverished after a prolonged drought), these exceptions are temporary; all communities will conform to the norm over time.

To determine the amount of ready cash in a community, or the total value of any given item of equipment for sale at any given time, multiply half the gp limit by 1/10 of the community's population.

Example: A band of adventurers brings a bagful of loot (one hundred gems, each worth 50 gp) into a hamlet of 120 people. Half the hamlet's gp limit multiplied by 10% its population equals 600 (100 ÷ 2 = 50; 120 ÷ 10 = 12; 50 × 12 = 600). Therefore, the PCs can convert all of their recently acquired gems to coins on the spot without exhausting the local cash reserves. The coins will not be all bright, shiny gold pieces. They should include a large number of battered and well-worn silver pieces and copper pieces as well, especially in a small or poor community.

If those same adventurers hope to buy longswords (price 15 gp each) for their mercenary hirelings, they'll discover that the hamlet can offer only 40 such swords for sale, because the same 600 gp limit applies whether you're buying or selling in a given community.

Community Power Center

Sometimes all the DM needs to know about a community is who holds the real power. To determine this fact randomly, use the table below, modifying the d20 roll according to the size of the community.

As indicated in the list of modifiers, any community the size of a small city or larger has more than one power center. The types of power centers - conventional, monstrous, non-standard, and magical - are defined below.

D20 Result	Power Center
13 or less	Conventional*
14-18	Non-standard
19 or higher	Magical

Settlement size	Modifier
Thorp	-1
Hamlet	±0
Village	+1
Small town	+2
Large town	+3
Small city	+4 (roll 2 times)
Large city	+5 (roll 3 times)
Metropolis	+6 (roll 4 times)

* 5% of communities with a conventional power center have a monstrous power center in addition to the conventional one.

Conventional: The community has a traditional form of government - a mayor, a town council, a noble ruling over the surrounding area under a greater liege, a noble ruling the community as a city-state. Choose whichever form of government seems most appropriate to the area.

Non-Standard: While the community may have a mayor or a town council, the real power lies in other hands. It may center on a guild - a formal organization of merchants, craftsmen, professionals, thieves, assassins, or warriors who collectively wield great influence.

The aristocracy, in the form of one or more rich individuals with no political office, may exert influence through wealth. A prestigious aristocracy, such as a group of accomplished adventurers, may exert influence through their reputation and experience. Wise elders may exert influence over those who respect their age, reputation, and perceived wisdom.

Magical: This type of power center can take the form of a temple full of clerics or a single wizard cloistered in a tower. A wizard or cleric might be the actual, official ruler of the town, or he may just be someone with a great deal of influence.

Monstrous: Consider the impact on a community of a dragon that occasionally makes non-negotiable demands and insists on being consulted in major decisions, or a nearby ogre tribe that must be paid a monthly tribute, or a mind flayer secretly controlling the minds of many of the townsfolk. A monstrous power center represents any influence (beyond just a simple nearby danger) held by a monstrous being or beings not native to the community.

Alignment of Power Centers

The alignment of the ruler or rulers of a community need not conform to the alignment of all or even the majority of the residents, although this is usually the case. In any case, the alignment of the power center strongly shapes the residents' daily lives.

Due to their generally organized and organizing nature, most power centers are lawful. To randomly determine the alignment of a power center, roll d% and refer to the table below. How a power center of a given alignment acts, or how it is perceived by the community, is discussed following the table.

D% Roll	Alignment	D% Roll	Alignment
01-35	Lawful Good	64	Chaotic Neutral
36-39	Neutral Good	65-90	Lawful Evil
40-41	Chaotic Good	91-98	Neutral Evil
42-61	Lawful Neutral	99-00	Chaotic Evil
62-63	Neutral		

Chaotic Evil: The residents of a community with a chaotic evil power center live in abject fear because of the unpredictable and horrific situations continually placed upon them.

Chaotic Good: This sort of power center influences the community by helping the needy and opposing restrictions on freedom.

Chaotic Neutral: This sort of power center is unpredictable, influencing the community in different ways at different times.

Lawful Evil: A community with a lawful evil power center usually has a codified set of laws, which most people obey out of fear of harsh punishment.

Lawful Good: A community with a lawful good power center usually has a codified set of laws, and most people willingly obey those laws.

Lawful Neutral: A community with a lawful neutral power center has a codified set of laws that are followed to the letter. Those in power usually insist that visitors (as well as residents) obey all local rules and regulations.

Neutral Evil: The residents of a community with a neutral evil power center are usually oppressed and subjugated, facing a dire future.

Neutral Good: A neutral good power center rarely influences the residents of the community other than to help them when they are in need.

Neutral: This sort of power center rarely influences the community. Those in power prefer to pursue their private goals.

Conflicting Power Centers: If a community has more than one power center, and two or more of the power centers have opposing alignments (either good vs. evil or law vs. chaos), they conflict in some way. Such conflict is not always open, and sometimes the conflicting power centers grudgingly get along.

Example: A small city contains a powerful chaotic good wizards' guild but is ruled by a lawful good aristocrat. The wizards are sometimes exasperated by the strict laws imposed by the aristocrat ruler and occasionally break or circumvent them when it serves their (well-intentioned) purposes. Most of the time, though, a representative from the guild takes their concerns and disagreements to the aristocrat, who attempts to equitably resolve any problems.

Example 2: A large city contains a powerful lawful evil fighter, a lawful good temple, and a chaotic evil aristocrat. The selfish aristocrat is concerned only with his own gain and his debauched desires. The fighter gathers a small legion of warriors, hoping to oust the aristocrat and take control of the city herself.

Meanwhile, the clerics of the powerful temple help the citizenry as well as they can, never directly confronting the aristocrat but aiding and abetting those who suffer at his hands.

Settlement Authorities

It's often important to know who makes up the community's authority structure. The authority structure does not necessarily indicate who's in charge, but instead who keeps order and enforces the authority that exists.

Constable/Captain of the Guard/Sheriff: This position generally falls upon the highest-level warriors in a community.

Guards/Soldiers: For every 100 people in the community (round down), the community has one full-time guard or soldier. In addition, for every 20 people in the community, an able-bodied member of the local militia or a conscript soldier can be brought into service within just a few hours.

Character Class and Level Distribution

In most communities 85% of the population is made up of 0-level humans and demihumans. 6% are fighters, 3% are clerics, 3% are thieves, 2% are magic-users and the remaining 1% are divided between monks and psionicists.

Note that subclasses of each class listed above are included within these percentages. These rough guidelines should be altered to suit the composition and character of particular communities. For example:

An ancient city with numerous temples and shrines, for example, may have more clerics and/or monks than fighters while a large town ruled by a guild of thieves will probably have more thieves than fighters.

Highest-Level NPC in the Community for Each Class

Use the following tables to determine the highest-level character in a given community. Roll for each class present within the community.

Settlement Size	Highest Level
Thorp	1d4
Hamlet	1d6
Village	1d8
Small town	1d10
Large town	2d6
Small city ¹	2d6+2
Large city ¹	2d6+4
Metropolis ¹	4d4+4

¹ Cities this large can have more than one high-level NPC per class, each of whom generates lower-level characters of the same class, as described below.

Total Characters of Each Class: Use the following method to determine the levels of all the characters in a community for the following classes (if applicable): cleric, fighter, magic-user, monk, 0-level, psionicist and thief.

If the highest-level character indicated is 4th level or higher, assume the community has twice that number of characters of half that level

(rounded down). Continue until all NPCs of 2nd level or higher are accounted for. All remaining NPCs are assumed to be 1st level.

Example: If the highest-level fighter is 7th level, then the community also has two 4th level fighters, four 2nd level fighters and eight 1st level fighters.

Using these guidelines and tables the breakdown, by class, for the population of a typical hamlet of 200 people looks like this:

170 are 0-level NPCs

12 are fighters

6 are clerics

6 are thieves

4 are magic-users

2 are monks (or psionicists)

By rolling 1d6 to determine the highest level NPC of each class, the following breakdown, by class and level, was created for the same hamlet:

All NPCs are 0-level (as commoners are always 0-level NPCs)

Of the fighters, one is 5th level, two are 2nd level and the remaining nine are 1st level.

Of the clerics, one is 2nd level and the remaining 5 are 1st level.

Of the thieves, one is 6th level, two are 3rd level and the remaining 3 are 1st level.

Of the magic-users, one is 3rd level and the remaining three are 1st level.

Of the monks (or psionicists), both are 1st level (because "1" was rolled on the d6 to determine the highest level monk or psionicist in the town).

The community authorities are the 5th level fighter, who acts as the Captain of the Guard and 2 full-time guards (2nd level fighters). The local militia consists of nine 1st level fighters and one 0-level NPC.



Politics

Intrigue between kingdoms, city-states at war, and political maneuvering are all fun aspects of many campaigns. For your own campaign, you at least need to determine who is in charge where.

If there's any chance that rulers, nobility, and politics in general will become more involved than that, use the following material as a starting point. As always, research into real-world political systems and structures (particularly historical examples) can enrich your fictional setting. At the same time, don't be afraid to make up something wholly new and completely non-historical.

Government Forms

There are dozens of possible government forms, each of which will have varying social classes, ranks, or castes. Which sort you choose for your milieu is strictly your own prerogative.

While this game is loosely based on Feudal European technology, history and myth, it also contains elements from the Ancient Period, parts of more modern myth, and the mythos of many authors as well. Within its boundaries all sorts of societies and cultures can exist.

An outline is provided below which lists a number of government forms which could be employed by the DM in his or her milieu. Actually, some,

all, or none of them could appear in the "world" of any given campaign.

Additionally, a list of nobility (or authorities) in various medieval cultures is given. I have included the latter as many DMs prefer to base their campaign upon a society of this sort, for they can then draw upon its historical data for game purposes.

Once a set of social structures and cultures has been devised for the campaign, you may or may not find it useful to assign rank, class, or caste to player characters. Will your society have hereditary rank? Will it go only to males? females? both equally? Will only the first-born inherit? Will any inheritance of property be required to leave the entire estate to one individual? Deciding government form and culture might well delineate much of the social structure of the nation, state, or city in question. Let us assume a social structure of an aristocracy which is non-hereditary.

Members of this ruling class are those who have served in the military, own property of 100 or more acres extent, and pay an annual tax of not less than 10 gold pieces on their income. Land ownership may be waived in the case of merchants and tradesmen whose business is such that they pay not less than 20 gold pieces in taxes each year. In any event, the aristocrats are the only persons eligible for any government office, command of the military, and from their number are elected senators who pass laws and legislate in general. Former senators are eligible to campaign for various tribunals and judgeships. Former military officers are appointed by senatorial vote to keep the peace and police the land.

The majority of citizens of this state are small land holders, tradesmen, and various workers. They provide the food and goods and labor which make the economy stable. These people are likewise obligated to serve in the military, and if they serve with distinction, they will be awarded land or stipends which may elevate them to the aristocracy. Of course, industry, marriage or other means can move any of these citizens to a higher status.

Only a few persons are actually enslaved - criminals and captives of war. A large number of the workers are bound to labor for a fixed period, and some must likewise serve apprenticeships. These individuals have the hope of eventually earning sufficient funds to become landowners, rich merchants, or tradesmen themselves.

In such a society, adventurers would come from the younger children of aristocrats - those who will inherit little and wish to remain in the favored class. Some would come from the middle group - adventurous persons who aim at becoming members of the aristocracy through successes in such adventures. Few, if any, would come from the lowest class, i.e. the bondsmen and common laborers. Assigning a social class to player characters in such a society would not have any particular value unless you also devised various rivalries within the classes.

With this brief example in mind, it is easy to see how birth tables based on some form of hereditary, quasi-European nobility may have absolutely no meaning within any of the states of your campaign milieu. Furthermore, any use of such material must be carefully considered even if your campaign does have such a society and titles of rank, viz. do you really believe that one of your player characters should be the first-born son of a major noble or a ruler? If so, why is he adventuring? Where are his guards and retainers? Does his father know his whereabouts? If so, why is he allowing the heir to his title and estates to risk his life in such a foolish manner? Similarly, do such tables have a logical precedence and order? Are there offices which do not logically belong within a feudal society? Are there classes which are contradictory, anachronistic, or meaningless? Unless you specifically tailor your milieu to fit such tables, it is likely that there will be far too many "yes" answers to the above questions.

The intelligent verdict must be that each DM has to accept the responsibility of deciding for himself if assigning class distinctions is a vital part of his campaign.

Those referees who lack the time to develop their own social class system and associated forms of government will find that it is perhaps better for them to utilize one of the campaign sourcebooks commercially available, adding personal touches, of course, but basically relying on the cultural and societal developments of the setting.

Even with such ready-made campaign settings, you may or may not wish to include social classes immediately for player characters. The World of Greyhawk campaign, for example, assumes all player characters are freemen or gentlemen, or at worst they can safely represent themselves to be so. Outstanding activity can (and has) brought knighthood or social status to certain characters. This was carefully planned as a reward if the characters succeeded, and it now allows them much latitude of action and assurance of reliable aid in certain realms - but it likewise has earned them the enmity of others. With all of that out of the way, consider the list of a few of the possible governmental forms that is given below, under Common Political Systems.

For your world, use whatever criteria you wish to determine the political structure of a group. Most of the time, however, the stranger the criterion, the smaller the group.

Example: A kingdom where the ruler is determined by a test of skill, intelligence, and stamina might be expansive, but a land where the ruler is the most talented bard would probably be small. Being able to play the lute well is impressive, but it doesn't necessarily ensure fitness to rule.

Common Political Systems

The number of possible political systems is nearly limitless. Feel free to use more than one type for different lands. Such mixing and matching accentuates the differences in place and culture. Note that any of the political systems listed below might be matriarchies (ruled only by women) or patriarchies (ruled only by men), but most make no such distinctions.

Autocracy: Government which rests in self-derived, absolute power, typified by a hereditary emperor, for example.

Bureaucracy: Government by department, rule being through the heads of the various departments and conducted by their chief administrators.

Confederacy: Government by a league of (possibly diverse) social entities so designed as to promote the common good of each.

Democracy: Government by the people, i.e. the established body of citizens, whether through direct role or through elected representatives.

Dictatorship: Government whose final authority rests in the hands of one supreme head.

Feodality: Government of a feudal nature where each successive layer of authority derives power and authority from the one above and pledges fealty likewise.

Feudalism: Feudalism is a complicated class-based system with successive layers of lieges and lackeys. It often exists under a monarchy. Serfs (peasants) work for a landed lord, who in turn owes fealty to a higher lord, who in turn owes fealty to an even higher lord, and so on, until the line reaches the supreme liege lord, who is usually a monarch.

The common people in a feudal state are always lowly and without rights. They are virtually owned by their immediate liege. Lords are generally free to abuse their power and exploit those under them as they see fit.

Geriatocracy: Government reserved to the elderly or very old.

Gynarchy: Government reserved to females only.

Hierarchy: Government which is typically religious in nature and generally similar to a feodality.

Magocracy: Government ruled by arcane casters. In a magocracy, those who wield arcane magic have a large amount of political power. The ruler is usually the most powerful wizard in the land, although sometimes the ruler is merely a member of a royal bloodline who must be an arcane spellcaster. Thus, such a system could be a monarchy, and the viable heir to the throne would be the oldest member of the bloodline capable of casting spells. In a true magocracy in which the ruler is the most powerful spellcaster, the monarch may be challenged at certain specific times each year by contenders who believe themselves to be more powerful than he is.

In a magocracy, arcane spellcasters usually have the most rights and freedoms, and non-spellcasters are looked down upon. Divine spellcasters sometimes are outlawed, but usually they are treated as secondary to arcane spellcasters (although still higher in station than those who cast no spells).

Such societies are often magic-rich. They are likely to have colleges that teach the intricacies of spellcasting, and magic-using units in their military organizations. They may use magic for even mundane tasks. Very rarely, a magocracy treats magic in the opposite way, as a closely guarded secret. Non-noble arcane spellcasters would then be forbidden.

Matriarchy: Government by the eldest females of whatever social units exist.

Militocracy: Government headed by the military leaders and the armed forces in general.

Monarchy: In a monarchy, the monarch wields supreme power, sometimes even by divine right. Monarchs belong to royal bloodlines, and successors to the throne are almost always drawn from blood relatives. Rarely, a monarch rules with power granted by a mandate of the populace (such as the English monarchs, limited in rule by the Magna Carta), usually established through representatives chosen by noble houses. The monarchy is likely to be the most common political system in your campaign.

Monarchs often have advisors and a court of nobles who work with them to administer the land. This arrangement creates a class system of nobles and non-nobles. Common people in such a land often do not have many of the rights and privileges of the nobility.

Oligarchy: Government by a few (usually absolute) rulers who are co-equal.

Pedocracy: Government by the learned, savants, and scholars.

Plutocracy: Government by the wealthy.

Republic: Government by representatives of an established electorate who rule in behalf of the electors. Republic: A republic is a system of government headed by politicians representing the people. The representatives of a republic rule as a single body, usually some sort of council or senate, which votes on issues and policies. Sometimes the representatives are appointed, and sometimes they are elected. The welfare of the people depends solely on the level of corruption among the representatives. In a mainly good-aligned republic, conditions can be quite pleasant. An evil republic is as terrible a place to live as a land under the grip of a tyrant.

In an advanced republic, the people directly elect the representatives. This type of republic is often called a democracy. In such lands, the right to vote becomes a class-based privilege. Citizenship might be a status that can be bought or earned, it might be granted automatically to those born in the location governed by the republic, or it might only transfer via bloodline. Because having the entire populace vote on representatives is cumbersome, this political system usually works only in small areas, such as a city-state.

Syndicracy: Government by a body of syndics, each representing some business interest.

Theocracy: A theocracy is a political system in which clerics (or druids) rule. The ruler is the direct representative of the deity or deities that the theocracy is based upon. Most theocracies are similar to monarchies, but once a ruler is chosen, he normally remains in the position for life. The people cannot question the word of a deity or his representative.

Some theocracies see their leaders as ascending to divinity or semi-divinity in and of themselves. Past (and sometimes present) rulers are worshiped as deities. Such rulers wield absolute power, and their bloodline carries the divine right to rule, so their successors are chosen from their descendants. A ruler doesn't need to be a cleric in such a case (although he often is), since he is not a divine representative but a deity. In such a theocracy, it's possible that even an infant can be chosen as a ruler if he has divine blood.

Tribal or Clan Structure: A tribe or clan usually has a single leader who wields great - almost absolute - power like the monarch in a monarchy. Although rulership is often drawn from a single bloodline, rulers are chosen based on their fitness to govern.

They are also continually judged on this criterion and replaced if found wanting. Usually a council of elders exists to choose and judge the leader. In fact, the council is often convened only for this purpose. Sometimes the council also advises the chief or leader. Tribes exist as a social structure by grouping together otherwise disparate family units and uniting them for strength and the advantages of working together.

Clans are similar in function but carry the added distinction of being extended family units. In both cases, the group usually interacts with other tribes and clans, and often has particular laws and customs about how certain clans within a tribe must interact or how the tribe must interact with other tribes.

This listing is by no means exhaustive, and you should feel free to use other forms, or invent your own, as the needs of your particular campaign direct. It's not too difficult to imagine a political system based on rule by other classes, by the oldest, the strongest, or the wealthiest.

Cultural Tendencies

Human societies run the gamut of different political structures. Other races seem to favor one or a few over the others.

Dwarves: Dwarves usually form monarchies, although a few theocracies dedicated to dwarven gods are possible. Dwarves are extremely lawful and rigid in their politics, fearing lawlessness and anarchy. They value order and security over personal freedom, and thus are inclined to judge political matters on what's best for the greatest number concerned. Dwarven societies usually have a strict and exacting code of laws.

Elves: Elves are likely to live within monarchies as well. Of all races, however, elves are the most likely to adopt a magocracy. Elves prize individual freedom and fear tyrants. Elf rulers judge each situation and case individually rather than according to a strict, codified set of laws.

Gnomes: Gnomes favor small monarchies, although gnome democracies, gnome republics, and gnome clans exist as well. Like halflings, gnomes have less need for a strong government and enjoy personal freedom. Gnome kings and queens usually have only a small impact on the daily life of their subjects, and they usually do not carry as elevated a status above the common gnome as a human regent might over her human subjects.

Goblins and other Lawful Evil Cultures: Goblins live in tribal communities that bear the trappings of monarchy. The truth, however, is that their government is rulership by the strong. If a goblin ruler can be killed, his killer usually takes his place.

Lawful evil humanoids often use a similar system, although kobolds often establish magocracies, and more sophisticated cultures frequently develop codified laws and rules of succession. Such complex societies are rife with backstabbing and betrayals, though, exemplifying the very definition of Byzantine politics.

Halflings: Since they are usually nomadic and most often live in small groups, halflings prefer a sort of tribal or clan system. Rulership is often bestowed upon the eldest member of a group, although most halflings rule with a light touch. True halfling leadership is based around the family unit, with parents giving direction to children. Halflings, more than any other race, seem to naturally work well with each other. They have little need for a strong ruling hand or a codified set of laws to maintain order and peace.

Orcs and Other Chaotic Evil Cultures: Orcs are usually too wild and corrupt to value a strict system of government other than rule by the strong. Orc leaders rule by intimidation and threats and thus usually command only a small populace (orc nations are rare). If an orc leader fails to rule, it is because he was weak. Most chaotic evil cultures tend to have small populations unless many individuals are cowed by a single powerful master.

Social Classes

Most societies are, to one degree or another, class-based. Use these easy definitions for the typical society.

Upper Class: Nobles, the wealthiest of merchants, and the most important leaders (guildmasters, for example) make up the upper class. Lawmakers, administrators, and other officials are drawn from this class. Having noble blood or being a member of a wealthy merchant family allows entrance into the class by birth, while attaining wealth or significant position can raise one to this status.

Middle Class: Merchants, master artisans, educated professionals, and most significant guild members make up the middle class. Lesser officials such as tax collectors and town clerks are sometimes drawn from the middle class. This status is normally based on one's occupation and education. Its primary determinant for membership is not birth, but wealth.

Lower Class: Tradesfolk, journeymen, laborers, subsistence farmers, impoverished freeholders, personal servants, and virtually everyone else are members of the lower class. Members of the lower class tend to be poorer and less educated than middle-class people. While sometimes a council of elders or some similar body exists to watch over the interests of and argue for the lower class, most of the time no officials or lawmakers come from these ranks.

Slaves: Some cultures (usually evil ones) practice slavery. Slaves are lower in station than even members of the lower class. Though they need not be uneducated or even unskilled, most slaves are laborers or servants.

Player Characters and Social Class

By virtue of their wealth, adventurers are likely to rise to the upper class quickly. However, they may be rejected by other members of the upper class based on how society around them views sword-wielding, spell-slinging, self-governing mercenaries. Other members of the upper class might look upon adventurers as heroes, but they are just as likely to look upon them as dangerous threats to public safety (as well as their personal safety) and to the existing sociopolitical structure.

Sometimes high-level characters build their own castles and establish their own territories. This usually occurs either on land granted to them by a ruler or in an area of relatively unclaimed wilderness that they have cleared. Characters are likely to draw people toward their strongholds or cleared areas... becoming rulers in the process. For more information on bases of operations and followers see pages 167-168 and 56-60 respectively.

How the character governs is completely up to him. However, the NPCs involved will react appropriately to characters actions and decrees. In exchange for protection, plots of land, and fair rulership, a character can expect to collect taxes or tithes from those she rules.

Neglect, mistreatment, or over-taxation of the populace can lead to a revolt, which might take the form of an appeal to another more powerful lord to depose or conquer the character, hired assassins making attempts against the character's life, or an outright uprising in which the peasants wield their pitchforks against their ruler.

In reality such events are rare, and those under a poor or unjust ruler will suffer for months or years before they feel compelled to act.

Officials and Social Class

The tables below show social and political ranks for different types of historical cultures, arranged in descending order of importance. Each column describes a different culture.

You may find it interesting to mix titles, invent them, and place the whole in the campaign setting you devise accordingly. Research in various histories will be helpful, as will a good thesaurus.

European	Saxon	Germanic
Emperor or empress		
King or queen	King	King
Royal prince or princess		
Viceroy or vicereine		Pfalzgraf
Archduke or duchess		
Grand duke or duchess		
Duke or duchess	King's Thegn	Herzog

European (continued)	Saxon (cont.)	Germanic (cont.)
Prince or princess		
Marquis or marquise		Margrave
Count (earl) or countess	Ealdorman	Graf
Viscount or viscountess		Waldgraf
Baron or baroness	Hlaford	Freiherr
Baronet	Shire-reeve	
Knight or dame	Thegn	Ritter
Yeoman	Aeneatas	
Indian	Japanese	Mongol
Maharaja	Emperor	Kha-khan
Rajah	Shikken	Ilkhan
Nawab	Shogun	Orkhan
	Daimyo	Khan
	Samurai	



Persian	Russian	Turkish
Padishah	Tzar	Sultan
Shah	Veliky kniaz	Dey
Caliph	Kniaz muzh	Bbey
Wizer	Boyar	Bashaw
Amir	Sluga	Pasha
Sheikh	Muzh	Emir
	Dvorianin	Malik
	Smerd	
	Kholop	

Knights are non-hereditary peers. Their precedence (or importance) falls variously depending upon the order of knighthood they hold. Various officials of the court will rank amongst the nobility; an excellent discussion of this will be found in a good encyclopedia under Precedence, or in the appropriate section of TSR's World of Greyhawk.

Religious Titles

Church Hierarchy	Knights-Militant	Monastic
Pope	Master of the temple	Abbot
Cardinal	Seneschal	Sacristan
Archbishop	Marshal	Cantor
Bishop	Commander	Librarian
Abbot	Drapier	Refectorian
Prior	Commander of a house	Almoner
Friar	Commander of knights	Hospitaler
	Knight brothers	Kitchener
	Sergeants of the covenant	Infirmarian
	Cellarer	Master of novices
	Turcoplier	Rural Brother
	Under-marshal	Hospital
		Attendant
	Standard bearer	Servant brother
	Sergeant-brother	

Urban Social Class

Cities and towns have typically attracted the independent and freethinking sorts, as they offer more opportunity for such lifestyles, even considering the medieval (rather intolerant) community. In towns and cities there are few nobles and gentlefolk of knightly status. The social structure can be shown as follows:

Upper Class: Nobles, gentlemen, the wealthiest of merchants and most important guildmasters, from which are drawn the most important lawmakers and executives.

Middle Class: Merchants and guildmasters, with master artisans and the like making up the balance. They provide lesser officials.

Lower Class: Tradesmen, journeymen, laborers, and all others form the lower class. From their number is drawn the common council.

Elected Officials

A typical medieval city or town government has a ruling body that is formed of the following offices:

Aldermen: Aldermen are elected by the middle class. Law enforcement officials, customs officials, and tax officials all come from the middle class, too.

Burgher: Burghers or burgesses are chosen by the upper class to serve as the major officers under the mayor et al. The judiciary and military commanders of the municipality are likely to fall within this stratum.

Constable: The constabulary of a town or city will be drawn in part from citizen soldiers, the city watch or police force and militia called up in times of great need. Most other soldiery, by far the bulk in most cases, will be hired mercenaries. When any army is fielded, the leading men of the city are likely to be in overall command, with assistance from mercenary captains, the force being a composite of the municipal levies and the hired soldiers.

Such forces could be of considerable magnitude in battle, as noted by the history of London, for example, or the military history of the Hanseatic League.

Councilor: Councilors of the common council are likely to be selected by the upper and middle classes as well as the free lower class. From this class are drawn the petty officials so roles are advisory or administrative only.

Mayor, Magistrate, or Burgomaster: Mayors, magistrates or burgomasters were usually a lifetime office drawn only from the upper class.

Administrative Positions

The following honorary or elected positions existed to help maintain order within medieval society:

Ale-Conner: Official who tests and approves all ales and ciders.

Bailiff: The man who makes arrests and executions. Bailiff was not primarily used for the office of policeman. Etymologically, bailiffs were those in charge of the bailey - in effect, manager of the craftsmen and servants in a castle or manor house.

Catchpole: Literally 'chicken catcher', one who finds and brings in debtors.

Chamberlain: Overseer of a household, office or court.

Chancellor: A secretary to a noble or royal.

Councilor: A town or city official or an advisor of the court.

Common-Weigher: Town official who checks merchants' weights and measures.

Constable: The warden of a town or castle who served as commander of the local guard.

Diplomat: The person who negotiates with foreign nations.

Exchequer: The man responsible for the king's revenue.

Game Warden: An officer empowered to enforce the hunting and trapping laws of a jurisdiction.

Hayward: An officer in charge of fences and hedges.

Herald: Had two responsibilities: A man in charge of making pronouncements and proclamations, and one who is an expert in the

field of heraldry (the various insignias used by the rich to identify themselves.) These two responsibilities were one in the same. Medieval Europeans wouldn't have thought it possible to separate them; much less would they have considered them separate roles.

Jailer: The man responsible for a jail; he keeps the criminals from getting out.

Judge: A man who is responsible for deciding questions brought to court.

Liner: An officer in charge of tracing property boundaries in the city.

Magistrate: A judge.

Master of the Revels: Official in charge of court entertainment, and later of the theaters [Note: The first Master of the Revels was not appointed until Henry VII in the 15th century].

Provost: A magistrate or keeper of a prison.

Provost-Marshal: Military magistrate.

Pursuivant: Officer of arms, ranks below herald, similar duties.

Purveyor: An official responsible for obtaining supplies for an army or a noble's retinue.

Reeve: Church warden. Note that the word 'reeve' applies to much more than the Church. Reeves usually came out to be combination administrators and business managers of estates, towns and small territories (i.e. shires) - something like a chief bailiff.

Sheriff: Also known as conservators of the peace, it was their duty to prevent every breach of the peace and to suppress every unlawful assembly, affray or riot which may happen in their presence. They operated within their own county or shire.

Slaughter-Man: Official who enforces the regulations on butchers in a town.

Steward: Custodian of an appointed duty, such as a household.

Summoner: Officer of the court who serves subpoenas. Church summoners were minor church officials whose duties included summoning offenders to appear before the church and receive sentence.

Tronager: Supervisor of the scales at a town's port.

Umpire: An official who arbitrates disputes between neighbors.

Warden or Woodward: The keeper of a noble's woodlands and parks.

Laws

You don't have to develop a legal code for each country you invent. Assume common-sense laws are in place. Murder, assault, theft, and treason are illegal and are punishable by imprisonment or death. As long as the laws make sense and the authorities are fairly consistent in enforcing them (or it's clear why they're not consistent), the players won't think twice about the law. Develop a few unusual laws as points of interest, such as these examples:

In one barony in the Shield Lands, lying is illegal, punishable by three days in the pillory.

In the city of Highfolk, it is against the law to mistreat an animal.

Anyone wearing red in the sight of the emperor is imprisoned for one month.

Some places might have laws that directly affect adventurers. These laws might specify which weapons can be owned or carried by non-nobles or prohibit the use of some weapons even by nobles, restricting their use to the royal guard. These laws might restrict or prohibit magic use. They might limit the number of well-armed people who can gather publicly without a permit or sanction.

All these laws would be put in place if the ruler or rulers of the area were concerned about powerful people roaming around uncontrolled - a legitimate worry to those in power.

No king or local lord is going to want independent adventurers to be more powerful than his own guards, lackeys, or troops (and thus himself) unless he trusts them absolutely or has some way to control them.

Economics

Although treasure is what's important to PCs, you should have a fair grasp of the economic system that surrounds the treasure they earn, as well as the prices charged for services, equipment, and magic items.

Economics in your campaign doesn't have to be convoluted or tedious, but it should at least be internally consistent. If the price of a broadsword in Thorris is 20 gp, it shouldn't suddenly shoot up to 200 gp without some explanation, such as the flow of metal or ore being cut off, the only smiths in 100 miles all being killed in a terrible accident, or something equally bizarre.

Monetary Systems

Even before you play the first session in your campaign, you can use money as a tool in creating your game world. The form and shape money takes is by no means standardized. The simple monetary system given in the Player's Handbook is just that - a simplified system for coinage. It is not absolutely true to the real, historical world and is not even an accurate reflection of most fantasy worlds you find in books. It's just one way to approach money.

Monetary systems aren't always based on coins. Many different forms of exchange can be in use simultaneously. Take, for example, the real world around the year 1200. Currency included the regulated gold and silver coins of Byzantium and the Middle East, the licensed mints of England, the paper currency of China, the cowrie shells of Oceania, and the carved stones of Aztec lands. These were only a few forms money could take.

Coins: Generally, lands near each other, sharing a common group of people or a common language have very similar economies. The countries of medieval Europe traded with each other regularly and so developed very similar coins and values. Kingdoms also tend to imitate the economy of the most powerful country in the region. The Byzantine Empire had a stable gold currency, and its coins were the model for rulers from Baghdad to Denmark.

The value of a foreign coin was based on the weight of the coin, but also on the power of the issuer. The Byzantine besant was not only limited by other lands, but it was highly valued in trade. An English merchant would accept these coins from a Venetian trader because he knew their value. His price might increase if the trader paid him in Persian dinars. To the merchant, the dinar was simply not as valuable as the besant.

You can add color to your campaign by choosing to have different systems of trade in different lands. By creating different currencies and ways of trading, you make your players aware of the different kingdoms in your fantasy campaign. This makes them pay attention and learn about your world. A traveling merchant who trades in besants becomes a wealthy trader from the rich lands of Byzantium, while one who deals in hacksilver is a northerner from the cold shores of Scandinavia. These names and places create images, images more compelling and exciting than those created by the plain words "merchant" or "trader."

The terms "gold piece" (gp), "silver piece" (sp), and "copper piece" (cp) are clear and they are used throughout these game rules. But you can spice them up a bit. People give coins names, whether as plain as "dime" or lively as "gold double-eagle." The imaginary population of a fantasy world should be no different. Medieval history is filled with different types of coinage, all of which can add local color to your campaign.

Example: A mercenary captain in Aquitaine, through wages, booty, and trading, has assembled quite a few coins. Foremost of his horde are the gold and silver coins of Byzantium - the besant, hyperpyron, or nomisma as they were known at different times. An Italian general paid him in coins almost equally valuable, the gold florin and ducat. Mixed in with these were other coins of the Italian states - silver grossi and ecu. From the French he collected gros tournois, Rouen pennies, and louis. A Moorish hostage bought his freedom with silver drachmas and a German merchant of the Hanse paid the heavy toll of a gold mark. Part of the spoils of war include solidus aureus and denarii of Ancient Rome, though these coins are so badly worn their value has dropped greatly.

One of his men even came across a horde of hacksilver bracelets! Finally, from his English employers he received pounds, shillings, and pence. Clearly the captain is faced with a problem when he tries to figure out just how much money he has. What do these coins add up to?

The besant, hyperpyron, and nomisma were the standard coins of the Byzantine Empire. They were of a regular size and the precious metal was not debased with lead or copper. Backed by the power of the Emperor, each coin had a steady value. In your game, you could establish their value at one or two gold pieces each.

The florin and the ducat were the coins of different Italian states. These lands, rising in trading power, needed a steady economy. Thus, their coins were almost the equal of the besant and were used for trade throughout Europe. Each florin might be equal to a gold piece. The gross was a silver penny and, normally, 12 equaled one florin.

The coins of France were much like those of Italy and could be valued the same way. The louis and the sous were the equal of the florin while the gros tournois and the denarius were silver pennies. However, the Rouen penny was specially minted and not considered as valuable by most traders.

The Middle Eastern drachma was modeled on the besant. Normally 12 to 20 were equal to a single besant (one gp) but in Aquitaine they were often valued just like other silver pennies. The gold mark wasn't so much a coin as a measure. It was normally figured to be worth six English pounds. There were also silver marks worth about 13 shillings, and Scandinavian ora worth 16 pence. But the true value of these coins was what you could get for them.

The English coins included the rarely seen pound, equal perhaps to one gp. More common were silver shillings, officially figured at 20 to a pound (or 1 sp). Below the shilling was the pence, 12 to a shilling, and below the pence was the farthing, four to a pence. Meanwhile, the lowly Rouen penny was figured to be equal to a half-pence.

Of the ancient coins, the Roman solidus aureus was the model for the besant and thus nearly all other coins. It in turn was divided into silver denarii with 12 to 40 equaling a single solidus. However, age and counterfeiters reduced the value of these coins so much that their only true worth could be found in what they weighed. During the same time, Scandinavians used hacksilver - silver jewelry. When they needed to pay, they could cut off a chunk from an armband or bracelet and weigh it, thus the name hacksilver. They literally wore their money!

Coin Usage: The economic system in the AD&D game is based on the silver piece (sp). A common laborer earns 2 sp a day. That's just enough to allow his family to survive, assuming that this income is supplemented with food his family grows to eat, homemade clothing, and a reliance on self-sufficiency for most tasks (personal grooming, health, animal tending, and so on).

In your campaign, however, the PCs will deal primarily with gold pieces. The gold piece (gp) is a larger, more substantial unit of currency. The main reason why PCs typically receive and spend gold pieces is that, as adventurers, they take much larger risks than common folk and earn much larger rewards if they survive.

Many of the people with whom adventurers interact also deal primarily in gold. Weaponsmiths, armorsmiths, and spellcasters all make more money (sometimes far more money) than common people. Spellcasters willing to make magic items or cast spells for hire can make a lot of money, although expenditures of personal power are often involved, and the demand for such expensive items is unsteady at best and can be depended on only in large cities. Nobles with whom the PCs might interact also deal mostly in gold, since they purchase whole ships and buildings and finance caravans and even armies using such currency.

Some economies have other forms of currency, such as trade bars or letters of credit representing various amounts of gold that are backed by powerful governments, guilds, or other organizations to insure their worth. Some economies even use coins of different metals: electrum, iron, or even tin. In some lands, it's even permissible to cut a gold coin in half to make a separate unit of currency out of a half gold piece.

Moneychangers: Characters who find their saddlebags full of ancient coin or foreign money probably need to exchange their wealth for the

local currency before they can spend any of it. In a setting in which dozens of small nations and kingdoms are crowded close together, the moneychanger is the person at the hub of the economic system.

Typically, a moneychanger charges a fee of one-tenth of the starting sum in order to convert currency. For example, if a character has a pouch full of 100 platinum pieces (pp) that she needs to convert to gold pieces, the moneychanger charges 10 pp for the conversion. The character receives 900 gp, and the moneychanger keeps the rest.



Letters of Credit: Eventually letters of credit and contracts grew. Now the Venetian merchant could sail to England to collect wool gathered by contract from a monastery. In return for their wool shearing for five years, he would guarantee them set payments in ducats or florins, although he normally brought them goods they ordered from Venetian merchants - silks, spices, glassware, or wine. Thus, he made a profit from the wool back in Venice and a profit from buying goods for the English monastery.

On his return to Venice, the enterprising merchant would sell his cargo to the wool merchant in return for a note, and then take this note to a glassmaker and sell it for a load of valuable Venetian glass. In time, the notes led to the rise of banking houses, though much different from the banks we know today. Intended mainly to finance large deals and serve the wealthy merchants, there were few controls on these banks. They were definitely not for the common man. They were not places you stored your money for a rainy day, but houses that guaranteed the value of a merchant's note or contract, all for a fee.

Clearly, money is no simple, universal thing. Each nation and each time has its own coins with its own values. Your player characters may travel through many different lands and find long-lost treasures. It will be much more exciting for your characters to find 600 ancient tremissa from the rule of Emperor Otto 400 years before than to find yet another 600 silver pieces. With a little imagination and research at your local library, you can find many different examples to add to your campaign.

Barter

Other economies, especially those of primitive lands, worked entirely on a barter system. What a man could produce became his money. The farmer paid the miller in bushels of grain. The miller paid his lord in ground flour. When the flour was baked into bread, the baker was paid in loaves of bread. These he could sell for the few coins, fresh eggs, or whatever luxuries might be available.

During the Dark Ages even a man's life could be measured in cows, horses, or sheep. Kill a serf and you had to pay - perhaps five sheep, some to his lord and some to his family. The cost for a freedman would be even higher. Rents, taxes, and fines could be assessed in gold or grain. Eventually objects were assigned specific values. In parts of medieval Russia, furs were used almost like coins. Squirrel, ermine, and

martin pelts all had values and were treated just as we treat money today.

As barter systems became more sophisticated, they included more things. Obligations and duties became part of the formula. A knight received land from his lord, but part of his "rent" was the obligation to make himself and a set number of mounted soldiers available to serve in his lord's armies for 40 days each year. The serf was obligated to work his lord's land and live in the same village all his life. You might adopt an economy like this in your campaign world - one based on obligations.

For the most part, the economies of the medieval period were based on a combination of coins, goods, and services. The knight could escape military service by paying a special tax to his lord. The king could insist that foreign merchants acquire goods only through barter. The baker could be paid a small wage for his services. Generally, changes occurred slowly as medieval man moved from a barter system to a coin-based economy. Thus, many different methods existed side-by-side.

Goods: Vigorous trade was done in goods. Grain, cattle, sheep, wool, jewelry, foodstuffs, and cloth were all items of value. A canny Venetian merchant would sail from Venice to England with a load of silks, trading it there for good English wool (making sure he made a profit), and return to Venice to sell the wool for another load of goods for England.

Taxes and Tithes

Taxes paid to the queen, the emperor, or the local baroness might consume as much as one-fifth of a character's wealth (although these expenses can vary considerably from land to land). Representatives of the government usually collect taxes yearly, biannually, or quarterly. Of course, as travelers, adventurers might avoid most collection periods (and so you can ignore taxes for the PCs if you want). Those who own land or a residence may find themselves assessed and taxed, however.

Tithes are paid to the church by those who are faithful participants in a religion. Tithes often amount to as much as one-tenth of a character's adventuring earnings, but collection is voluntary except in strict, oppressive religions that have their own tithe collectors. Such onerous religious taxation requires the support of the government.

Supply and Demand

The law of supply and demand can drastically affect the value of any currency. If characters start flashing around a lot of gold and pumping it into the local economy, merchants may quickly raise prices.

This isn't a matter of gouging the rich - it's just the way a small economy works. A tavernkeeper who makes 100 gp from boarding a group of successful adventurers spends his newfound wealth just as the heroes did, and in a small town, everyone starts spending more in a short time. More spending means higher consumption, so goods and services become harder to come by, and prices increase.

Supply and demand can also affect the campaign in ways that don't have anything directly to do with gold. For instance, if the local lord commandeered most of the region's horses for his knights, then when the PCs decide to purchase half a dozen fine steeds, they find there aren't any to be had at a reasonable price.

They have to settle for second-rate nags or spend much more than they had planned to in order to convince someone to part with a horse. Refer to Community Wealth and Population on page 172 when determining the buying and selling capabilities for a given community.



Magic



Some DMs create cities in their campaigns that function just like medieval historical towns. They are populated by people who aren't accustomed to (or who don't believe in) magic, who don't know anything about magical or mythical monsters, and who have never seen a magic item.

This sort of creative work is a mistake. It will cause your players serious strain in their belief in the reality of your world for them to see that they wield spells and magic items, and the lands and dungeons surrounding the city are filled with magic and monsters, but yet in the middle of the city everything looks and acts like Europe during the Middle Ages.

The presence of magic in your game world forces you to deviate from a truly historical setting. When you create anything for your world, the idea that magic could possibly alter it should be in the back of your mind. Would the king simply surround his castle with a wall when *Levitate* and *Fly* spells are common? How do the guards of the treasury make sure that someone doesn't just *Teleport* in or slip through the walls while ethereal?

Unless you are going to run a divergent game of some sort, magic is prevalent enough in the world that it will always be taken into account by smart individuals. A merchant wouldn't be flabbergasted by the idea that someone might try to steal from her while invisible. A swindler would be aware that someone might be able to detect his thoughts or his lies.

Magic shouldn't be something that common people are unaware of. Spellcasters may be fairly rare in the big picture, but they're common enough that people know that when Uncle Rufus falls off the back of the wagon, they could take him to the temple to have the priests heal the wound (although the average peasant probably couldn't afford the price). Only the most isolated farmer might not see magic or the results of magic regularly. Here are a few examples to consider when fitting magic into your world:

A tavern frequented by adventurers might have a "No detections" sign above the bar to allow the patrons to relax in an atmosphere where they don't need to worry about someone discerning their alignments, reading their thoughts, figuring which of their items are magical, and so on.

Merchants might jointly employ a small squad of wizards who wander about the marketplace invisibly while watching for thieves, casting *Detect Thoughts* on suspicious characters, and using *Detect Invisibility* to look for magic-using robbers.

The town guard might employ a spellcaster or two (or more) to supplement its defensive strength, deal with unruly spellcasters, and help facilitate interrogations.

A court might use *Detect Thoughts* or *Detect Lie* to help make accurate judgments in important cases.

A town might use simple spells to make life easier, such as *Continual Flame* to make a sort of streetlight. Very sophisticated or wealthy cities might use magic portals to dispose of sewage and carpets of *flying* to deliver urgent messages.

Restrictions on Magic

In some civilized areas, the use of magic might be restricted or prohibited. A license might be required, or perhaps official permission from the local ruler would enable a spellcaster to use his powers, but without such permission, magic use is forbidden. In such a place, magic items and in-place magical effects are rare, but protections against magic might not be.

Some localities might prohibit specific spells. It could be a crime to cast any spells used to steal or swindle, such as those that bestow invisibility or produce illusions. Enchantments (particularly *Charm* spells,

compulsion effects, *Suggestion* spells, and *Domination* effects) tend to be readily forbidden, since they rob their subjects of free will. Destructive spells are likewise prohibited, for obvious reason. A local ruler could have a phobia about a specific effect or spell (such as polymorph effects if she were afraid of being impersonated) and enact a law restricting that type of magic.

Magic Items

None of the magic items described in this tome have prices. The assumption is that, due to their relative rarity, magic items cannot be bought and sold as any simple commodity can be. Should minor magical items somehow find their way to market, their prices would be beyond the reach of almost everyone but the very rich, including mid-to-high-level PCs.

In some larger towns and cities, however, both shops and craftsmen may serve the needs of clientele who seek to buy and sell these items or have them made to order. Such shops would have lots of magical protections to ward away would be thieves. Magic items might even be available in normal markets and shops occasionally. For example, a renowned weaponsmith might have a magic weapon for sale along with his normal wares.

Superstitions

Just because magic works and most people are aware of it doesn't mean they know exactly how it works or when it's in effect. Superstitions (ritual activity that doesn't produce actual results) are still likely to be common. To add some flavor to your world and provide details that convey both the quirks and underlying fears and concerns of a society, invent some superstitions (or adapt some from the real world). Consider the following ideas to get you started:

Common folk believe that particular charms and trinkets sold by a vendor are lucky, when actually they have no magical power (such as a rabbit's foot in the real world).

In some cultures, special hand signs or spoken words are obligatory in certain situations (such as saying "Gesundheit!" after a sneeze).

Someone claims to be able to see omens in the movements of birds. Does he have a good reputation because he tells superstitious people what they want to hear, or because he actually has some sort of magical ability?

Religion



No force affects society more strongly than religion. You need to match the religions in your world with the societies you present. How does the priesthood interact with the populace? What do most people think of the religion, the deity, or the clerics? Most of the time, in addition to serving a deity, a religion is geared toward filling some niche in society: recordkeeping, officiating at ceremonies, judging disputes, tending the poor or sick, defending the community, educating the young, keeping knowledge, preserving customs, and so on.

Sometimes a religious hierarchy is not unified. You can create interesting political intrigues by placing different factions of clerics of the same deity in opposition based on doctrine or approach (or even alignment).

Different orders within the priesthood might be distinguished by different choices of domains. A deity that offers access to the clerical domains of Law and War might have clerics with the Law domain serve as judges, temple investigators, and barristers, with those with the War domain serve as the military arm of the church and act as temple guards. It is even possible for different sects dedicated to the same god to be at odds when the chosen domain of each sect leads to doctrinal differences between them.

The Pantheon and the Campaign Setting

As an example, here's how various deities detailed in this book and the World of Greyhawk campaign setting fit into society:

Boccob: Boccob's priesthood is usually a somber group that takes its pursuit of knowledge and arcane very seriously. The clerics of the Archmage of the Deities wear purple robes with gold trim. Rather than meddle in public affairs and politics, they keep to themselves and their own agendas.

Corellon Larethian: Clergy members who serve the Creator of the Elves operate as defenders and champions of their race. They often serve as leaders and settle disputes in elven communities.

Ehlonna: The clergy of Ehlonna are hearty woodfolk. Her clerics wear pale green robes and are quick to protect the woodlands against all threats.

Erythnul: The priesthood of Erythnul maintains a low profile in most civilized lands. In savage areas, members of the priesthood are known as bullies and murderous tyrants. Many evil humanoids worship Erythnul, but their priests do not cooperate with each other to advance the overall goals of the religion. Clerics of Erythnul favor rust-red garments or blood-stained robes.

Fharlanghn: Fharlanghn's clerics are wanderers who seek to help fellow travelers. Fharlanghn's clerics dress in nondescript brown or green clothing, and they move around frequently. A traveler who comes to one of Fharlanghn's wayside shrines, which are common along most well-used roads, won't find a particular cleric watching over a particular shrine more than once.

Garl Glittergold: Clerics of Garl Glittergold serve gnome communities as educators and protectors. They teach the young valuable gnome lore and skills using a light-handed humor. They also protect their fellow gnomes, ever watchful of the forces of evil humanoids that might threaten their community.

Gruumsh: Gruumsh, the evil god of the orcs, maintains a religion based on intimidation and fear. His clerics strive to become chieftains of orc tribes or advisors to the chief. Many pluck out one of their own eyes to emulate their deity.

Heironeous: The religious hierarchy of Heironeous is organized like a military order. It has a clear chain of command, lines of supply, and well-stocked armories. Clerics of Heironeous fight against worshipers of Hextor whenever they can and spend the rest of their time protecting the civilized lands from the threats of evil.

Hextor: Strength and power govern Hextor's priesthood. Although evil, it is not as secretive as other dark religions. Temples of Hextor operate openly in many cities. Clerics of Hextor wear black clothing adorned with skulls or gray faces.

Kord: Kord's clerics value strength, but not domination. Kord's temples sometimes resemble warrior feasts, and his clerics, who favor red and white garb, often seem more like fighters.

Moradin: Moradin's clerics preside over most formal ceremonies in dwarven culture, keep genealogical records, educate the young, and serve as part of the defense force of a community.

Nerull: The Reaper is feared across the lands. His rust-red garbed clerics are murderous psychopaths who work in secret, plotting against all that is good. They have no overall hierarchy, and they even work against each other at times.

Obad-Hai: Clerics of Obad-Hai have no hierarchy. They treat all those of their order as equals. They wear russet-colored clothing and maintain hidden woodland shrines that are usually located far from civilization. They keep to the wilderness and to themselves, rarely getting involved in society.

Olidammara: Olidammara's religion is loosely organized at best, and few temples are dedicated solely to him. That said, his clerics are numerous. They usually work among urban folk or wander the countryside. Olidammara's clerics often work at some other profession, in addition to operating as clerics (typically serving as minstrels, brewers, or jacks-of-all-trades), and thus can be found almost anywhere doing or wearing anything.

Pelor: The clerics of the Shining One work to aid the poor and the sick, and thus most common folk look upon them with great favor. Pelor's temples are sanctuaries for the impoverished and diseased, and his

yellow-robed clerics are usually kind, quiet folk, roused only in their opposition against evil.

St. Cuthbert: The no-nonsense order of St. Cuthbert does not suffer fools gladly or abide evil in any way. His clerics concern themselves with the needs of the common people over nobles or the well-educated. They are zealous in their desire to convert others to their faith and quick to destroy their opponents.

Vecna: Vecna's priesthood is made up of isolated cells of cultists who seek dark, arcane secrets to further their evil schemes. Black and red are the clerics' favored colors.

Wee Jas: Wee Jas's priesthood has a strict hierarchy. Her clerics are known for their discipline and obedience to their superiors. They work as officiators at funerals, maintain graveyards, or operate libraries of arcane lore. They wear black or gray robes.

Yondalla: Yondalla's clerics help other halflings lead safe, prosperous lives by following her guidance. They often serve as community leaders.



Creating New Deities

You can create your own deities and religions. You're free to set them up however you please. Deities can exist as individuals or as a unified pantheon that interacts all the time.

Each deity should be associated with a sphere of influence (such as peace or death), events (such as war or plague), elements (such as fire or water) activities (such as travel or entertainment), types of people or professions (such as wizards or smiths), as well as particular races, alignments, places, or outlooks.

Deities with similar ethos may work together or may be in conflict, depending on their alignments and respective power. The clerical domain (PHB 19) that a cleric chooses should always be directly linked to cleric's patron deity.

Polytheism is the assumption in the baseline for Advanced Dungeons and Dragons campaigns. You could create a monotheistic world, but a strong, singular religion probably wields great political and sociological power (such as what occurred in Europe during the Dark Ages), which is a change with serious implications that might ripple throughout your entire campaign setting.

APPENDIX A: CHARACTER CLASS VARIANTS

The character classes listed in the Player's Handbook are not the only ones that can exist in the AD&D game. Many other character classes, either general or highly specialized, could also exist. Indeed, a common reaction of players to the character classes is to question why their characters can't have the powers or skills of another class. You can create variant classes that draw from a combination of existing character features.

Creating a variant character class is not recommended for novice DMs or players. Before attempting this, be sure that you are familiar and comfortable with the AD&D rules. Furthermore, it is not a good idea to create variant classes in a brand-new campaign which has no background for players to base actions and decisions on.

The guidelines and examples provided here require you to use your judgment – they aren't fool-proof. Without careful thought, you may find you've created an overly forceful combination of powers or a bizarre, unplayable character class. As with new character races, start with a single test case before you approve the class for all players.

Naturally, the DM must approve a class before a player can begin using it. The DM also has the right to make any changes he sees fit, even after the character has been played for some time!

You are advised not to try to create a super class – a class that allows players to do everything. Consider what is lost: A super character undermines party cooperation and group play. If you have a character who can do everything, you don't need other characters (and hence other players). Further, a whole group of super characters is nothing more than a group of one-class characters. You lose as much variety, as much color, as if you had a group consisting only of fighters. And a group of fighters (or any other single class), no matter what their abilities, is boring. There is nothing to distinguish Joe Fighter from Fred Fighter in ability.

Another factor to consider when creating variant character classes is whether the class is really needed. Some players want to create a character class for every profession or ability – duelists, jesters, shamans, vampire hunters, vikings, mountaineers, etc. They forget that these are really based upon the character's background and skill proficiencies, not classes.

What is a viking but a fighter from a Scandinavian-inspired culture with sailing skills and a certain outlook on life and warfare? A shaman is really nothing but a tribal spellcaster who advances in both the magic-user and druid (or cleric) classes. A vampire hunter is only a title assumed by a character of any class who is dedicated to the destruction and elimination of those loathsome creatures. Choosing the title does not imply any special powers or abilities. The character just uses his current skills to fulfill a specific, personal set of goals.

Before creating a variant class, stop and ask yourself, "Is there already a character class that can fill the niche?" Think of ways an existing class could fulfill the desired goal through roleplaying and careful choice of proficiencies. A mountaineer could easily be a fighter or ranger, born and bred on the slopes, with a love of the rugged peaks and proficiencies in climbing, mountaineering, and the like. There is no need for a mountaineer class. Similarly, a cavalier or samurai is simply a lawfully-aligned fighter who is trained in mounted combat.

Also, consider how much fun the character is going to be to play. This is particularly true when you plan to create classes with highly specialized abilities. True, there may be a place for a wise old sage, but would it be fun to play? Consider that all the sage does is conduct research and answer questions. An important task, perhaps, but boring when compared to fighters, magic-users, and the like. Clearly there is no great demand for the sage as a player character. So, there is no need for the character class.

Finally, remember that there is no such thing as an exclusively NPC character class. What is the logic of saying a non-player character can be such-and-such, but a player character cannot? None. This is a false restriction. Every character class you create should be open to player characters and non-player characters alike.

With all these considerations in mind, you can use the following guidelines to create variant character classes:



When designing a variant class, first choose the class upon which the variant class is based. Most of the details pertaining to the variant class should be derived from this base class.

Example: The eldritch knight class presented below is magic-user subclass that focuses on martial prowess far more than typical magic-users. As such, their spell slot progression is slowed, their choice of spells is limited, and they gain additional weapon proficiencies. In developing this class, the bard was used the base class due to its diminished spell progression and its improved Attack Bonus and Hit Dice progression.

When altering the base class, try to balance any new class features by removing an existing class feature of comparable value.

Example: Cloistered clerics gain additional skill proficiencies, as well as the Lore and Use Written Magic Items of the bard class. They also keep the full spell progression and Turn Undead ability of clerics. To balance these abilities, the cloistered cleric loses most of the armor and weapon proficiencies of standard clerics and cannot cast spells while in armor. In addition, their Hit Die type is reduced to a d6 and their Attack Bonus progression is reduced to that of a magic-user (+1/4 levels).

Sometimes, creating a variant class is as simple as altering existing the base class's features to better mirror the theme of the variant. Rather than adding or removing class features, the existing features are tweaked so that they fit the variant's purpose.

Example: The blackguard class detailed below is simply a re-skinned paladin who acts as a champion of chaotic evil. The paladin class features are simply renamed and the benefits of those features altered to fit with the theme of the blackguard.

With the exception of the eldritch knight, variant classes attract followers as would the class that they are based upon. Blackguards, like paladins, do not attract followers but may lead chaotic evil henchmen and hirelings. Cloistered clerics may substitute cloistered clerics for their clerical retainers, while wardens and delvers may replace ranger and thief followers with members of their own class. The following pages present six variants of the standard character classes.

Variant Classes

This tome presents 6 variant character classes that you, as DM, may wish to incorporate into your game. The following table provides a brief overview of these classes and their abilities.

Class	Hit Die	Ability Requirements	Alignment	Class Features
Blackguard (Fighter)	d10 (6)	Strength 13, Wisdom 13, Charisma 13	Chaotic Evil	Detect Good, Lay of Hands, Immunity to Disease, Unholy Aura, Command Undead, Infernal Mount, Extra Attack, Blackguard Spells
Cloistered Cleric (Cleric)	d4 (3)	Intelligence 13, Wisdom 13	Any	Cleric Spells, Domain, Lore, Turn Undead, Use Written Magic Items
Delver (Thief)	d6 (4)	Intelligence 13, Dexterity 13	Any	Burglar, Danger Sense, Find Traps, Uncanny Dodge, Footpad, Read Languages, Improved Danger Sense, Read Magic
Eldritch Knight (Magic-User)	d8 (5)	Strength 13, Intelligence 13	Any	Magic-User Spells, Spellbook, Weapon Focus, Summon Weapon, Extra Attack
Hedge Wizard (Magic-User)	d4 (3)	Intelligence 13, Wisdom 13	Any	Animal Empathy, Magic-User Spells, Spellcasting Focus, Green Witchcraft
Warden (Fighter)	d10 (6)	Strength 13, Wisdom 13, Constitution 13	Any	Animal Empathy, Danger Sense, Favored Enemies, Foe Hunter, Pathfinder, Extra Attack

Each class is briefly described in the pages that follow. In choosing a class, keep the following in mind:

- **Hit Die:** The relative hardness of your character is determined by Hit Die type. A fighter, who rolls a d10 for Hit Points when advancing in level, will typically be more resilient than a magic-user who only rolls a d4. Rather than rolling for Hit Points, players may opt to choose a set level of Hit Points when advancing in level. That number is shown in parentheses beside the Hit Die Type.
At 1st level, your character has 1 Hit Die, and the die type is determined by your class. You add your Constitution modifier to this die roll to determine your Hit Point maximum. After 9th level all classes receive a set number of Hit Points per level and no longer roll for Hit Points. The character's Constitution modifier is no longer applied to their Hit Points after 9th level.
- **Ability Requirements:** A character must meet or exceed these requirements in order to qualify for that class.
- **Alignment:** In choosing a character class, its alignment restrictions should be carefully considered. If the character is restricted in their choice of alignment, their outlook and the actions they are permitted to engage in are more narrowly defined. A character whose alignment changes to one incompatible with their character class may not advance further in that class without atoning for their actions and returning to a suitable alignment.
- **Attack Bonus:** Each class has an Attack Bonus that improves as your character advances in level. You add your Attack Bonus to your attack roll when attacking with a weapon or unarmed strike.
- **Class Features:** These are the special abilities of the character's chosen class. Each is described in detail in the class's description.

Adventurers sometimes advance in more than one class. Pages 33-34 of the Player's Handbook provide rules for advancing in two classes simultaneously, called multiclassing, and for dabbling in different classes, called split-classing.

A thief might switch direction in life and swear the oath of a paladin. A barbarian might discover latent magical ability and dabble in the magic-user class while continuing to advance as a barbarian. Elves are known to combine martial mastery with magical training and advance as fighters and magic-users simultaneously.

Armor and Weapons Proficiencies by Class

Class	Armor	Shield	Weapon Proficiencies	Poison
Blackguard (Fighter)	Any	Any	Any	Yes
Cloistered Cleric (Cleric)	None	None	Club, dagger, dart, light crossbow, and quarterstaff	?
Delver (Thief)	Light	None	Club, dagger, dart, hammer, hand axe, hand crossbow, light crossbow, longsword, horseman's mace, quarterstaff, scimitar, sickle, shortbow, short sword, and sling	?
Eldritch Knight (Magic-User)	Light and Medium	Any	Any	?
Hedge Wizard (Magic-User)	None	None	Club, dagger, dart, quarterstaff, sickle, and sling	?
Warden (Fighter)	Any	Any	Any	?

Armor

The listed armors are those that the character is proficient with; those that he has trained in and may use without additional penalties. If a character dons armor that he is not proficient with, he is penalized on all attack rolls, taking a –1 penalty to attack rolls if wearing light armor or using a shield unskilled, a –2 penalty if wearing medium armor unskilled, or a –4 penalty if wearing heavy armor without training in its use.

Weapons

The listed weapons are those that the character can use proficiently. If a character attempts to use a weapon with which they are not proficient, they suffer a –4 penalty to all of their attack rolls.

Poison

The question mark indicates that the use of poisons is possible depending upon your character's alignment and the permission of your Dungeon Master.

Blackguard (Paladin Variant – Fighter Subclass)

Few evil creatures would call themselves evil, and fewer still would champion it. Those select few are the blackguards. Blackguards champion either an evil god or demon, tyranny, or evil itself believing it is needed to balance out good. A blackguard is a blight upon the land, bringing fear, misery, and destruction wherever they go. Many powerful blackguards seek positions of power, either over a regiment of like-minded soldiers, or over a town or city, using it for his own dark desires. Unlike most evil creatures, a blackguard is fearless and will die for his cause.

The blackguard represents everything that is mean, low and despicable. No act of treachery is too base, no deed of violence too vile for him. Thoughtless cruelty, sheer depravity, and senseless bloodshed are his hallmarks: chaotic and evil deeds are, in fact, his very lifeblood.

Where the paladin is the champion of all that is good and lawful, the blackguard is the ultimate black knight, a defender of the powers of chaos and evil who is devoid of honor or remorse. By nature, therefore, his alignment is always chaotic evil, without exception.

Blackguards, also known as anti-paladins or avengers, usually lead undead or monstrous minions in their quest for destruction and domination. They sometimes serve powerful overlords or act as mercenaries of the darkest stripe.

Level	Hit Dice	Attack Bonus	Class Features
1	1	+1	Detect Good, Lay on Hands
2	2	+2	Immunity to Disease
3	3	+3	Unholy Aura (+2), Command Undead (3/day)
4	4	+4	Infernal Mount
5	5	+5	Extra Attack (1)
6	6	+6	
7	7	+7	
8	8	+8	Unholy Aura (+3), Blackguard Spells
9	9	+9	Command Undead (4/day)
10	+3	+10	Extra Attack (2)
11	+3	+11	
12	+3	+12	
13	+3	+13	Unholy Aura (+4)
14	+3	+14	
15	+3	+15	Command Undead (5/day)
16	+3	+16	
17	+3	+17	
18	+3	+18	Unholy Aura (+5)
19	+3	+19	
20	+3	+20	

- Ability Requirements:** Strength 13, Wisdom 13, and Charisma 13
- Hit Die Type:** d10 (6)
- Alignment:** Chaotic Evil
- Weapons Proficiencies:** All
- Armor Proficiencies:** All armor types and shields
- Saving Throw Proficiencies:** Wisdom and Charisma
- Skill Proficiencies:** Religion plus any 2 of the following: Animal Handling, Athletics, Craft (any), History, Insight, Intimidation, Medicine, Nature, Poison, Profession (any), or Survival
- Starting Funds:** 5d4 x 10 gold pieces

Detect Good

Blackguards may cast the Detect Good spell at will but must use an action to do so and must concentrate (see page 78) in order to maintain the spell.

Lay on Hands

A blackguard's cursed touch can heal wounds on himself or on undead creatures. This pool of corrupted power replenishes each day. With this feature, blackguards can restore a total number of Hit Points equal to their blackguard level times 3.

As an action, a blackguard can heal himself or touch an undead creature and draw power from the pool to restore a number of Hit Points to that creature, up to the maximum amount remaining in his pool.

Starting at 2nd level, a blackguard can expend 5 Hit Points from their pool of corrupt power to inflict a disease (as the Cause Disease spell, PHB 103) upon a living creature. The blackguard must touch their target with his hand, requiring a successful melee attack roll, and the target may make a Constitution Saving Throw to resist the attack. The DC of this save equals 10 + the blackguard's Wisdom modifier

Immunity to Disease

Starting at 2nd level, blackguards are immune to all diseases, whatever their origin.



Unholy Aura

Starting at 3rd level, the favor of the blackguard's diabolical lord grants them a +2 bonus to all Saving Throws. This bonus increases by 1 at blackguard levels 8, 13, and 18.

Blackguards grant all allies within 30' their Unholy Aura bonus to all Saving Throws versus charm and fear spells and effects. If the blackguard is knocked unconscious or killed their allies lose this bonus.



Command Undead

At 3rd level, the blackguard gains the ability to control undead creatures as an evil cleric does. As an action, the blackguard presents his unholy symbol and recites a prayer of command over the undead. Each undead within 30' that can see or hear the blackguard must make a Wisdom Saving Throw. The DC of this Saving Throw is equal to $10 + \frac{1}{2}$ the blackguard's level (minimum of 1) + the blackguard's Wisdom modifier. Those that fail their save are commanded for 10 rounds. Only undead with Hit Dice equal to or less than half the blackguard's level may be so commanded (rounding all fractions down).

This ability may be used 3 times per day. At levels 9 and 15 the blackguard gains an additional use of this ability.

Infernal Mount

Upon reaching 4th level, the blackguard gains the service of an unusually intelligent, tough, and loyal steed to serve him in his crusade against evil. This mount is usually a heavy warhorse (for a Medium-sized blackguard) or a war pony (for a Small-sized blackguard). This mount has an Intelligence score of 6, 5+5 Hit Dice, and a Movement Rate of 90'. War ponies are similar to heavy warhorses, but are of Medium size, have a Movement Rate of 75', and deal 1d6 points of bludgeoning damage with their hoof attacks.

If this mount dies, the blackguard may not summon another mount for a year and a day.

Extra Attack

Blackguards gain the ability to make more than one attack each round. At level 5 blackguards may make 1 extra attack per round. At levels 10 and beyond blackguards may make two extra attacks per round.

Level	Total Attacks per Round
5-9	2 per round
10-20	3 per round

Blackguard Spells

A blackguard casts divine spells much as a cleric does. The spells available are listed on the cleric spell list (PHB 80). A blackguard is limited to a certain number of spells of each spell level per day. The table below shows the number of spells per day a character of the class may prepare. Blackguards prepare spells each day through prayer to their deity or infernal patron. This process is covered in greater detail in the Magic section, on page 76.

Spell Slots

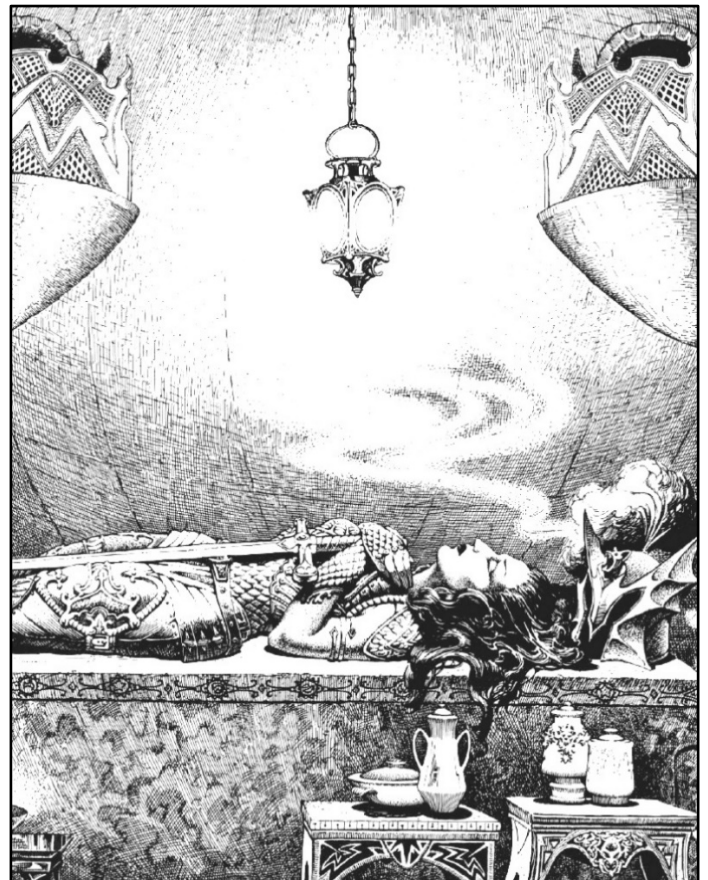
Level	0	1 st	2 nd	3 rd	4 th
8	4	2			
9	4	3			
10	4	3	1		
11	4	3	2		
12	4	3	2	1	
13	5	3	2	2	
14	5	3	2	2	1
15	5	3	3	2	1
16	5	4	3	2	1
17	5	4	3	2	1
18	5	4	3	3	1
19	5	4	3	3	2
20	5	5	4	3	2

Through 7th level, a blackguard has no caster level. At 8th level and beyond, a blackguard's caster level equals $\frac{1}{2}$ of the blackguard's level.

Wisdom is a blackguard's spellcasting ability for casting spells. The power of a blackguard's spells comes from their devotion to their patron deity or infernal master. Blackguards use their Wisdom modifier when setting the Saving Throw DC for a cleric spell they cast.

Spell save DC = $10 +$ the spell level + the blackguard's Wisdom modifier

Cantrips: Blackguards know all of the 0-level spells, also known as cantrips, listed for the cleric class but can only prepare a limited number of them each day, as noted on the table above.



Cloistered Cleric (Cleric Variant)



The cleric, as presented in the Player's Handbook, is modeled after medieval warrior-priests, such as the Knights Templar or Hospitallars. Most priests, however, lived quiet, monastic lives spent in devotion to and reflection upon the mysteries of their faith. Priests were expected to study and teach the precepts of their faith through missionary work and through the creation of sacred texts, spreading their teachings through words and letters, rather than at sword point.

Cloistered clerics typically live in a monastic temple, or as hermits who rarely interact with the outside world. They are bookish and well learned in the lore of their faith, paying less attention to its martial aspects. Cloistered clerics are unskilled in the use of weapons and refrain from melee in all but the direst circumstances.

Level	Hit Dice	Attack Bonus	Class Features
1	1	±0	Cleric Spells, Domain, Lore
2	2	±0	
3	3	+1	Turn Undead (3/day)
4	4	+1	
5	5	+1	
6	6	+2	Read Magic
7	7	+2	
8	8	+2	
9	9	+3	Turn Undead (4/day)
10	+1	+3	
11	+1	+3	
12	+1	+4	
13	+1	+4	
14	+1	+4	
15	+1	+5	Turn Undead (5/day)
16	+1	+5	
17	+1	+5	
18	+1	+6	
19	+1	+6	
20	+1	+6	

Ability Requirements:	Intelligence 13, Wisdom 13
Hit Die Type:	d4 (3)
Alignment:	Any
Weapon Proficiencies:	Club, dagger, dart, light crossbow, and quarterstaff
Armor Proficiencies:	None. You may not cast divine spells in armor.
Saving Throw Proficiencies:	Intelligence and Wisdom
Skill Proficiencies:	Ciphers, History, Profession (Scribe), Religion, and any 2 of the following: Arcana, Craft (any), Insight, Language (any), Medicine, Nature, Performance (any), Persuasion, or Profession (any), or Survival
Starting Funds:	2d4 x 10 gold pieces

Cleric Spells

A cloistered cleric casts divine spells. The spells available are listed on the cleric spell list (PHB 80). A cloistered cleric is limited to a certain number of spells of each spell level per day. The table below shows the number of spells per day a character of the class may prepare. Cloistered clerics prepare spells each day through prayer to their deity or deities. This process is covered in greater detail in the Magic section, on page 76.

Wisdom is a cloistered cleric's spellcasting ability for casting spells. The power of a cloistered cleric's spells comes from his devotion to a

patron deity. Cloistered clerics use their Wisdom modifier when setting the Saving Throw DC for a cleric spell they cast.

Spell save DC = 10 + the spell level + the cloistered cleric's Wisdom modifier

Cantrips: Cloistered clerics know all of the 0-level spells, also known as cantrips, listed for their class but can only prepare a limited number of them each day, as noted on the table below.

Spell Slots

Level	0	1 st	2 nd	3 rd	Spell Level					
	4 th	5 th	6 th	7 th	8 th	9 th				
1	4	2								
2	4	3								
3	4	3	1							
4	4	3	2							
5	5	4	2	1						
6	5	4	3	2						
7	5	4	3	2	1					
8	5	4	3	3	2					
9	5	5	4	3	2	1				
10	5	5	4	3	3	2				
11	5	5	4	4	3	2	1			
12	5	5	4	4	3	3	2			
13	5	5	5	4	4	3	2	1		
14	5	5	5	4	4	3	3	2		
15	5	5	5	5	4	4	3	2	1	
16	5	5	5	5	4	4	3	3	1	
17	5	5	5	5	5	4	4	3	2	1
18	5	5	5	5	5	4	4	4	2	1
19	5	5	5	5	5	5	4	4	2	1
20	5	5	5	5	5	5	4	4	3	2

Domain

Choose one of the following domains that is associated with the cloistered cleric's deity. If the cleric has a domain spell that doesn't appear on the cleric spell list, the spell is a cleric spell for that cloistered cleric and may be prepared normally. If the spell is reversible, the cloistered cleric has access to both versions of the spell unless otherwise noted. Each domain is detailed below:

- **Agriculture:** The cloistered cleric gains Profession (Farmer) as a bonus skill. At 5th the cloistered cleric may cast Plant Growth once per day in addition to his prepared spells.
- **Air:** The cloistered cleric may either turn earth elementals as a good cleric turns undead or command air elementals as an evil cleric controls undead. Use of this ability counts against the cloistered cleric's daily allotment of Turn Undead uses. Air cloistered clerics may only summon air elementals.
- **Animals:** The cloistered cleric gains Animal Handling as a bonus skill and may cast Speak with Animals once per day in addition to his prepared spells.
- **The Arts:** The cloistered cleric gains a single type of Performance as a bonus skill and may cast Charm Person once per day in addition to his prepared spells.
- **Chaos:** The cloistered cleric gains Ciphers as a bonus skill. At 5th the cloistered cleric may cast Confusion once per day in addition to his prepared spells.
- **Cold:** The cloistered cleric gains Survival as a bonus skill and may cast Endure Elements once per day in addition to his prepared spells.
- **Crafting:** The cloistered cleric gains a Craft skill of his choice as a bonus skill and may cast Unseen Servant once per day in addition to his prepared spells.
- **Darkness:** The cloistered cleric gains Stealth as a bonus skill. At 5th level the cloistered cleric gains the Darkvision 60' ability. If the cloistered cleric already has Darkvision 60' he gains Darkvision 120'.
- **Death:** The cloistered cleric may control undead rather than turn or destroy them, regardless of alignment. The cloistered cleric may cast Speak with Dead once per day in addition to his prepared spells.

- **Deceit:** The cloistered cleric gains Deception as a bonus skill. At 5th the cloistered cleric may cast Undetectable Lie (the reverse of Detect Lie) once per day, in addition to his prepared spells.
- **Dreams:** The cloistered cleric gains Insight as a bonus skill and may cast Sleep once per day in addition to his prepared spells.
- **Earth:** The cloistered cleric may either turn air elementals as a good cleric turns undead or command earth elementals as an evil cleric controls undead. Use of this ability counts against the cloistered cleric's daily allotment of Turn Undead uses. The cloistered cleric may only summon earth elementals.
- **Fire:** The cloistered cleric may either turn water elementals as a good cleric turns undead or command fire elementals as an evil cleric controls undead. Use of this ability counts against the cloistered cleric's daily allotment of Turn Undead uses. The cloistered cleric may only summon fire elementals.
- **Home:** The cloistered cleric starts play with a bonus Craft or Profession skill related to domestic life and may cast Sanctuary once per day in addition to his prepared spells.
- **Knowledge:** The cloistered cleric gains a +2 bonus to all History skill checks and gains Arcana, Ciphers, Language (any), or Nature as a bonus skill.
- **Law:** The cloistered cleric gains History as a bonus skill and may cast Command once per day in addition to his prepared spells.
- **Life:** The cloistered cleric gains Medicine as a bonus skill and may expend any prepared spell in order to cure 2d4+2 Hit Points of damage per spell level of the expended spell.
- **Light:** Undead make Wisdom Saving Throws against the cloistered cleric's Turn Undead checks with a -4 penalty. The cloistered cleric may dispel any Darkness spell by expending a prepared spell of an equal or greater spell level.
- **Love:** The cloistered cleric gains Persuasion as a bonus skill. Once per day the cloistered cleric may cast Friends in addition to his prepared spells.
- **Luck:** The cloistered cleric gains Profession (gambler or fortune teller) as a bonus skill. Once per day the cloistered cleric may reroll a d20 when making an attack roll, skill check, or a Saving Throw. The cloistered cleric chooses which of the two d20 die rolls is used for the attack roll, ability check, or Saving Throw.
- **Magic:** The cloistered cleric gains Arcana as a bonus skill. The cloistered cleric may cast Identify once per day in addition to his prepared spells.
- **Mischief:** The cloistered cleric gains Sleight of Hand as a bonus skill. The cloistered cleric may cast Ventriloquism in addition to his prepared spells once per day.
- **Moon:** The cloistered cleric gains Nature as a bonus skill and may cast Faerie Fire once per day in addition to his prepared spells.
- **Peace:** The cloistered cleric gains Persuasion as a bonus skill and may cast Sanctuary once per day in addition to his prepared spells.
- **Plague:** The cloistered cleric gains Nature as a bonus skill and has immunity to the ill-effects of diseases, regardless of origin.
- **Plants:** The cloistered cleric gains Nature as a bonus skill and may cast Entangle once per day in addition to his prepared spells.
- **Protection:** The cloistered cleric gains Perception as a bonus skill and may cast Shield of Faith once per day in addition to his prepared spells.
- **Revelry:** The cloistered cleric gains a Performance skill of his choice as a bonus skill. The cleric may cast Friends once per day in addition to his prepared spells.
- **Time:** The cloistered cleric may use Wisdom, rather than Dexterity, to determine his Initiative modifier. At 5th the cloistered cleric may cast Haste once per day, in addition to his prepared spells.
- **Travel:** The cloistered cleric gains a Profession of his choice as a bonus skill. At 5th the cloistered cleric may cast Freedom of Movement once per day, in addition to his prepared spells.
- **Water:** The cloistered cleric may either turn fire elementals as a good cleric turns undead or command water elementals as an

evil cleric controls undead. Use of this ability counts against the cloistered cleric's daily allotment of Turn Undead uses. The cloistered cleric may only summon water elementals.

- **Weather:** The cloistered cleric gains Nature as a bonus skill and may cast Obscurement once per day in addition to his prepared spells.
- **Wilderness:** The cloistered cleric gains Survival as a bonus skill and may cast Pass without Trace once per day in addition to his prepared spells.

Lore

Cloistered clerics are learned scholars, who have studied and scribed numerous historical, philosophical, and ecclesiastical works as part of their training. With a successful History skill check, a cloistered cleric recalls some information about a notable person, group, legendary item, noteworthy place, or some other bit of information relevant to his current exploits. Gaining the information may entail speaking to local inhabitants or doing research within the library of sage or church. The information might prove useful in persuading, entertaining, deceiving, or otherwise influencing others.

The ability also might impart insight into (and limited understanding of) local or secret languages, including Thieves' Cant, druidic, or ranger signs.

Cloistered clerics have a chance to identify the general purpose and function of any magical item by making a Lore check. The cloistered cleric need not handle the item but must examine it closely. Even if successful, the exact function of the item is not revealed, only its general nature.

Turn Undead

At 3rd level, the cloistered cleric gains the ability to drive back or destroy undead creatures. As an action, the cloistered cleric presents his holy symbol and recites a prayer censuring the undead. Each undead within 30' that can see or hear the cloistered cleric must make a Wisdom Saving Throw. The DC of this Saving Throw is equal to 10 + ½ the cloistered cleric's level (minimum of 1) + the cloistered cleric's Wisdom modifier. Those that fail their save are turned for 10 rounds. Turned undead flee from the cloistered cleric by the best and fastest means available to them. If they cannot flee, they cower, unable to attack but able to defend themselves. The turning cloistered cleric cannot attack turned creatures without breaking the turning effect. Other characters can attack them without breaking the turning effect.

Undead with Hit Dice equal to or less than half the cloistered cleric's level may be destroyed rather than turned (rounding all fractions down).

This ability may be used 3 times per day. At levels 9 and 15 the cloistered cleric gains an additional use of this ability.

Evil cloistered clerics may, instead of destroying undead, control them. Evil cloistered clerics may control undead with Hit Dice equal to ½ of their cloistered cleric level. They may control a number of undead creatures equal to 1 plus their highest available cleric spell level (2 at cleric level 1, 3 at cleric level 3, 4 at cleric level 5, and so on). Evil cloistered clerics can also turn, but not destroy or control, paladins.

Read Magic

At 6th level cloistered clerics can use the Ciphers skill to read scribed spells as if they had cast the Read Magic spell. Cloistered clerics can read at the rate of 1 page per minute. The DC of this check equals 10 + the spell's level. On a failed check, the spell disappears from the scroll with no other effect. You may cast divine spells that you have successfully read. Once the spell is cast, the words on the scroll fade, and the scroll itself crumbles to dust. Arcane scrolls can be identified but not cast.

This ability may also be used to identify a Glyph of Warding, an Improved Glyph of Warding, or any Symbol spell with a Ciphers skill check. The DC of this check is equal to the spell's Saving Throw DC. As such, a Glyph of Warding (spell level 3) cast by a cleric with a 16 Wisdom would have a Ciphers skill DC of 15.

Delver (Thief Variant)

The delver is a jack-of-all-trades; part explorer of danger-haunted ruins, part dungeon-delving thief, part investigator, and part professional adventurer and troubleshooter. The delver is a character who employs their skills on professional adventures into dungeon, ruins, and the remote wilderness, rather than a thief who operates in relative safety of towns and cities.

Delvers usually serve in parties of brave adventurers. Their special skills are vital in supporting any successful expedition into remote lands, crumbling ruins, and labyrinthine dungeons. In fact, the delver is preferred by many adventuring parties because he is much less likely than other thieves to betray or steal from his own companions. The successful delver knows the value of trust and cooperation, while many a "street thief" has been raised on duplicity and (sometimes literal) backstabbing.

Some delvers are hired as investigators by the local constabulary, church, guild, or governing body. They are commonly employed to track down thieves, assassins, cultists, slavers, and others who disrupt the order that is vital to the day-to-day operations of their employer. In this guise, an investigator may become something of a vigilante, obsessed with uncovering crime wherever it may be hiding, and stopping it. Others still work chiefly as security consultants, playing the part of the thief in order to test the worthiness of his clients' defenses. As a "security consultant," a thief of this sort has a legitimate reason for his thieving skills and equipment; and the temptation for many is to use them. For this reason, officials often keep a suspicious eye on well-known troubleshooters. More sophisticated governments may even require that they have some sort of license.

Delvers may join a thieves' guild but tend to be independent, disliking demands beyond a simple membership fee. Of course, those who work against the interests of their guild and are caught face their brethren's swift and sure vengeance.

Level	Hit Dice	Attack Bonus	Class Features
1	1	±0	Burglar (+2), Danger Sense, Find Traps, Uncanny Dodge (+1)
2	2	+1	
3	3	+1	Footpad
4	4	+2	Read Languages
5	5	+2	Acrobat
6	6	+3	Burglar (+3)
7	7	+3	Improved Danger Sense
8	8	+4	Read Magic
9	9	+4	Uncanny Dodge (+2)
10	+2	+5	
11	+2	+5	Burglar (+4)
12	+2	+6	
13	+2	+6	
14	+2	+7	
15	+2	+7	
16	+2	+8	Burglar (+5)
17	+2	+8	Uncanny Dodge (+3)
18	+2	+9	
19	+2	+9	
20	+2	+10	

Ability Requirements:	Intelligence 13, Dexterity 13
Hit Die Type:	d6 (4)
Alignment:	Any
Weapon Proficiencies:	Club, dagger, dart, hammer, hand axe, hand crossbow, light crossbow, longsword, horseman's mace, quarterstaff, scimitar, sickle, shortbow, short sword, and sling
Armor Proficiencies:	Light armor
Saving Throw Proficiencies:	Intelligence and Dexterity
Skill Proficiencies:	Athletics, Disable Device, Language (Thieves' Cant), Perception, Sleight of Hand, and Stealth, plus any 2 of the following: Acrobatics, Arcana, Ciphers, Deception, Disguise, History, Insight, Intimidation, Performance (any), Persuasion, Poison, and Profession (any)
Starting Funds:	2d6 x 10 gold pieces

Burglar

Delvers gain a +2 bonus to all Athletics skills checks made to climb, all Disable Device checks made to open locks and disarm traps, and all Stealth checks. This bonus improves by 1 at delver levels 6, 11, and 16. Delvers also halve all penalties to Perception checks and attack rolls in dark and dimly lit areas (round fractions down).

Danger Sense

Delvers have an uncanny sense of when things nearby aren't as they should be, giving them an edge when dodging away from danger. At 1st level, the delver's foes do not gain an attack roll bonus when attacking them from the flank or rear.

In addition, delvers gain a +2 bonus to all Saving Throws versus traps. This bonus increases by 1 at delver levels 6, 11, and 16. To gain this benefit, the delver can't be blinded, deafened, or unconscious.

Find Traps

Delvers may make Perception checks to search for traps, including magical traps, with their full Proficiency Bonus. Other characters may attempt to find traps with a Perception check, but do not apply their Proficiency Bonus to such checks, even if they are proficient in the Perception skill.

To find a trap, the delver spends time intently studying and searching an area to deduce possible trap locations. It takes one round to locate a trap in a specific area such as a lock or a doorknob, and one minute to locate traps in a 5' by 5' foot area. The DC of this check is usually 10 + the Proficiency Bonus + the Dexterity modifier of the NPC who set the trap with a Disable Device check. For spell traps, such as Glyph of Warding, the DC is equal to the spell's Saving Throw DC.

A successful Perception check indicates that the delver finds a trap, if one is present. If multiple traps are in an area, the result of this Perception check is applied against all traps in the area.

Uncanny Dodge

The training, lightning reflexes, and fine-honed instincts of delvers allow them to increase their Armor Class by 1 when no more than lightly encumbered. This bonus to Armor Class improves by 1 point at delver levels 9 and 17. To gain this benefit, the delver can't be blinded, deafened, surprised, or unconscious.

Footpad

3rd level delvers may move at their full Movement Rate when making Stealth checks to move silently.

Read Languages

At 4th level delvers gain proficiency in the Ciphers skill. If a delver already has proficiency in Ciphers, another Language skill may be chosen by the delver.

Acrobat

At 5th level delvers apply their Burglar bonus to all Acrobatics checks that they make, whether they are proficient in Acrobatics or not.

Improved Danger Sense

At 7th level, delvers gain improved Danger Sense and are no longer subject to Sneak Attacks by thieves or Killing Strikes by assassins when surprised. They also retain their Dexterity and Uncanny Dodge bonuses to Armor Class when surprised.

Read Magic

At 8th level delvers can use the Ciphers skill to read scribed spells as if they had cast the Read Magic spell. Delvers can read at the rate of 1 page per minute. The DC of this check equals 10 + the spell's level. On a failed check, the spell disappears from the scroll with no other effect. You may cast arcane spells that you have successfully read. Once the spell is cast, the words on the scroll fade, and the scroll itself crumbles to dust. Divine scrolls can be identified but not cast.

This ability may also be used to identify a Glyph of Warding, an Improved Glyph of Warding, or any Symbol spell with a Ciphers skill check. The DC of this check is equal to the spell's Saving Throw DC. As such, a Glyph of Warding (spell level 3) cast by a cleric with a 16 Wisdom would have a Ciphers skill DC of 15.

Eldritch Knight (Magic-User Variant)

Level	Hit Dice	Attack Bonus	Class Features
1	1	±0	Magic-User Spells, Spellbook, Weapon Focus
2	2	+1	
3	3	+2	Summon Weapon
4	4	+2	Weapon Focus (+1)
5	5	+3	
6	6	+4	
7	7	+4	
8	8	+5	Weapon Focus (+2)
9	9	+6	
10	+2	+6	Extra Attack
11	+2	+7	
12	+2	+8	Weapon Focus (+3)
13	+2	+8	
14	+2	+9	
15	+2	+10	
16	+2	+10	Weapon Focus (+4)
17	+2	+11	
18	+2	+12	
19	+2	+12	
20	+2	+13	Weapon Focus (+5)

Ability Requirements:	Strength 13, Intelligence (13)
Hit Die Type:	d8 (5)
Alignment:	Any
Weapon Proficiencies:	All
Armor Proficiencies:	Light armor, medium armor, and shields
Saving Throw Proficiencies:	Strength and Intelligence
Skill Proficiencies:	Arcana plus any 3 of the following: Acrobatics, Animal Handling, Athletics, Ciphers, Craft (any), History, Insight, Intimidation, Language (any), Medicine, Nature, Perception, Profession (any), or Stealth
Starting Funds:	3d6x10 gold pieces

Magic-User Spells

An eldritch knight casts arcane spells from the magic-user spell list (PHB 82-84). Due to their limited arcane training and focus upon skill at arms may only learn and cast spells from the following schools of magic: Abjuration, Alteration, Invocation/Evocation, and Universal. See pages 228-229 of the Player's Handbook to see which spells belong to each of these schools of magic.

Eldritch knights may prepare a limited number of spells from each spell level per day. The table below lists the number of spells per day an eldritch knight may prepare from each spell level.

Spell Slots

Level	0	1 st	2 nd	3 rd	4 th	5 th	6 th
1	4	2					
2	4	2					
3	4	3					
4	4	3	1				
5	4	3	1				
6	4	3	2				
7	5	3	2	1			
8	5	4	2	1			
9	5	4	3	2			
10	5	4	3	2	1		
11	5	4	3	3	1		
12	5	4	3	3	2		
13	5	4	4	3	2	1	
14	5	5	4	3	2	1	
15	5	5	4	3	3	2	
16	5	5	4	4	3	2	1
17	5	5	4	4	3	3	1
18	5	5	5	4	4	3	2
19	5	5	5	4	4	3	2
20	5	5	5	4	4	3	2

An eldritch knight must prepare spells before casting them by studying from a spellbook. While studying, the eldritch knight decides which

spells to prepare. Spell preparation and descriptions are covered in greater detail in the Magic section beginning on page 73 of the Player's Handbook. Unlike other magic-users, eldritch knights may cast arcane spells while wearing armor and/or a shield.

Intelligence is the spellcasting ability for casting magic-user spells, since eldritch knights learn their spells through dedicated study and memorization. Eldritch knights use Intelligence whenever a spell refers to their spellcasting ability. In addition, eldritch knights use their Intelligence modifier when setting the Saving Throw DC for a magic-user spell they cast.

Spell save DC = 10 + the spell level + the eldritch knight's Intelligence modifier

Cantrips: Eldritch knights know all of the 0-level spells, also known as cantrips, listed for their class but can only prepare a limited number of them each day, as noted on the table above.

Spellbook

At 1st level, your spellbook contains all of the magic-user cantrips and four 1st level spells from the Abjuration, Alteration, Invocation/Evocation, and Universal schools of magic.

Weapon Focus

At 1st level, eldritch knights must choose a weapon to serve as an arcane weapon focus. You can use this weapon focus for your magic-user spells. A weapon focus channels the power of the eldritch knight's arcane spells.

Casting some spells requires a material component, as specified in each spell's description. A character can use a weapon focus in place of the components specified for a spell. If a cost is indicated for a material component, a character must have that specific component before he can cast the spell. When wielding the weapon focus, the eldritch knight gains some additional benefits:

At 4th level, the eldritch knight gains a +1 bonus to all attack rolls made with the weapon. In addition, the weapon is considered to be a +1 weapon for the purposes of striking creatures that are immune to nonmagical weapons. At 8th, 12th, 16th, and 20th levels, this bonus increases by one, as does the weapon's ability to harm creatures that are immune to nonmagical weapons. As such, at 8th level, the weapon focus may strike and damage creatures that may only be wounded by a +2 or better magical weapon. Note that projectiles fired from ranged weapons do not gain the ability to strike such creatures.

If this weapon is lost or destroyed the eldritch knight may choose another weapon as their focus. Similarly, an eldritch knight may wish to change their weapon focus upon acquiring a magical weapon. In either case, the process of training with this weapon so that it may serve as a weapon focus takes 1 week of uninterrupted practice and ritual bonding.

Summon Weapon

At 3rd level the eldritch knight is able to instantly summon his weapon focus to his hand as a free action. The weapon must be within 100' of the eldritch knight but need not be within his line of sight. This distance increases to 1,000 feet at level 6, 1 mile at level 9, 1,000 miles at level 12, and any distance on the same plane of existence at level 15.

Extra Attack

Eldritch knights, at 10th level, may make 1 extra attack per round.

Followers

At 9th level an eldritch knight gains the services of 1d4 1st level pupils. These students gain experience independently of their master. At 15th level the eldritch knight will attract 1d4 additional 1st level students who will also gain levels independently. In the likely event that a student sets off on their own, another student will eventually take their place.

Eldritch knights will sometimes attract fighters and magic-users who seek their tutelage. These NPCs will often advance as split-classed fighter-magic-users.

Should the eldritch knight establish a stronghold, he also attracts warriors as followers upon reaching 9th level. The eldritch knight attracts 10d6 0-level soldiers into his service. They arrive over a period of several weeks. Of course, an eldritch knight can build a stronghold at any time, but no followers arrive until he reaches 9th level.

Hedge Wizard (Magic-User Variant)

Hedge wizards or witches are arcane spellcasters who supplement their use of spellcraft with a mastery of herbalism and natural lore. Unlike other arcane spellcasters, hedge wizards hone their skills through the study of nature and by delving into ancient rituals carried down through folklore, rather than through formalized study of the arcane formulae and the principals of magic.

Hedge wizards devote themselves to the care of others and often restrict their practices to the healing arts. They commonly take the place of clerics in rural communities and may wander the countryside servicing the needs of several small communities.

Level	Hit Dice	Attack Bonus	Class Features
1	1	±0	Animal Empathy (+2), Hedge Wizard Spells, Spellbook, Spellcasting Focus
2	2	±0	
3	3	+1	Green Witchcraft
4	4	+1	
5	5	+1	
6	6	+2	Animal Empathy (+3)
7	7	+2	
8	8	+2	
9	9	+3	
10	+1	+3	
11	+1	+3	Animal Empathy (+4)
12	+1	+4	
13	+1	+4	
14	+1	+4	
15	+1	+5	
16	+1	+5	Animal Empathy (+5)
17	+1	+5	
18	+1	+6	
19	+1	+6	
20	+1	+6	

Ability Requirements:	Intelligence 13, Wisdom 13
Hit Die Type:	d4 (3)
Alignment:	Any
Weapon Proficiencies:	Club, dagger, dart, quarterstaff, sickle, and sling
Armor Proficiencies:	None. You may not cast arcane spells in armor.
Saving Throw Proficiencies:	Intelligence and Wisdom
Skill Proficiencies:	Arcana, Nature, Survival and 2 of the following: Ciphers, Craft (any), Handle Animal, History, Insight, Language (any), Medicine, Perception, Performance (any), Poison, Profession (any), Religion, Sleight of Hand, or Stealth
Starting Funds:	2d4 x 10 gold pieces

Animal Empathy

Hedge wizards may attempt to alter the reaction of wild and domesticated beasts, in the same manner that others may influence the initial reactions of more intelligent creatures through parleying (PHB 61). Starting at 2nd level, hedge wizards gain a +2 bonus to all Handle Animal checks. This bonus increases by 1 at hedge wizard levels 7, 12, and 17.

Hedge Wizard Spells

A hedge wizard is an arcane spellcaster with spells drawn from both the magic-user and druid spell lists. The druidic spells that appear on the hedge wizard's spell list are considered arcane spells when learned and cast by hedge wizards.

Unless otherwise stated in the spell description, the material components for hedge wizard spells, particularly those drawn from the druid spell list, are small charms crafted by the hedge wizard for use in their incantations and rituals. These charms often incorporate herbs, wax, bits of hair and bone, and other elements tied to nature.

Each hedge wizard can prepare a limited number of spells from each spell level per day. The table below lists the number of spells per day a hedge wizard may prepare from each spell level.

Unlike other magic-users, hedge wizards prepare their spells through quiet reflection and the study of nature, as well as by examining their spellbook. While studying, the hedge wizard decides which spells to prepare. Spell memorization and descriptions are covered in greater detail in the Magic section beginning on page 76.

Spell Slots

Level	Spell Level									
	0	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th
1	4	2								
2	4	3								
3	4	3	1							
4	4	3	2							
5	5	4	2	1						
6	5	4	3	2						
7	5	4	3	2	1					
8	5	4	3	3	2					
9	5	5	4	3	2	1				
10	5	5	4	3	3	2				
11	5	5	4	4	3	2	1			
12	5	5	4	4	3	3	2			
13	5	5	5	4	4	3	2	1		
14	5	5	5	4	4	3	3	2		
15	5	5	5	5	4	4	3	2	1	
16	5	5	5	5	4	4	3	3	1	
17	5	5	5	5	5	4	4	3	2	1
18	5	5	5	5	5	4	4	4	2	1
19	5	5	5	5	5	5	4	4	2	1
20	5	5	5	5	5	5	4	4	3	2

Intelligence is the spellcasting ability for casting hedge wizard spells, since hedge wizards learn their spells through dedicated study and memorization. Hedge wizards use Intelligence whenever a spell refers to their spellcasting ability.

In addition, hedge wizards use their Intelligence modifier when setting the Saving Throw DC for a hedge wizard spell they cast.

Spell save DC = 10 + the spell level + the hedge wizard's Intelligence modifier

Cantrips: Hedge wizards know all of the 0-level spells, also known as cantrips, listed for their class but can only prepare a limited number of them each day, as noted on the table above. Hedge wizards treat cantrips like any other prepared spell, except that they are not expended when cast and may be used at will.

Spellbook

At 1st level, a hedge wizard has a collection of notes, diagrams and treatises on the workings of the natural world. This functions exactly as a spellbook and contains all of the hedge wizard cantrips and four 1st level spells of your choice.

Spellcasting Focus

You can use a spellcasting focus for your hedge wizard spells. A spellcasting focus is a special item - a crystal, a specially constructed staff, a wand-like length of wood, or some similar item - designed to channel the power of arcane spells.

Casting some spells requires a material component, as specified in each spell's description. A character can use a spellcasting focus in place of the components specified for a spell. If a cost is indicated for a material component, a character must have that specific component before he can cast the spell.

If this item is lost or destroyed, the hedge wizard may create another one with suitable raw materials, a day's work, and an applicable Craft skill check. Otherwise, the hedge wizard may purchase a spellcasting focus for twice the listed raw material cost given below.

- **Crystal:** A crystal may be cut and polished with a Craft: Jeweler skill check. Raw materials cost 5 gold pieces.
- **Staff:** A suitable staff may be created with a Craft: Carpenter skill check. Raw materials are readily available for no cost, though a purchased staff would cost 5 gold pieces.
- **Wand:** Wands may be made from wood, glass, or bone, and be created through an applicable Craft skill check. Raw materials cost 5 gold pieces.

Green Witchcraft

Hedge wizards may begin creating curative (or baleful) brews at 3rd level if they have access to the proper herbs and succeed at a Nature skill check. The DC to successfully brew a potion is 10 + the spell level of spell that the potion mimics. These are not magical potions and may be resisted with Constitution Saving Throws with the same DC as was required to create it.

Each dose takes 1 day to create. The herbs and other materials required to create these concoctions cost 25 gold pieces times the spell level of the mimicked spell. This is noted in parentheses beside the spell's name.

A DC 10 Nature or Profession: Herbalist skill check reduces this cost by 10 gold pieces per day of searching, while a DC 20 check reduces the cost by 20 gold pieces per day. In either case, the hedge wizard must spend one additional day trying to gather the proper materials for the potion, even if the check is unsuccessful. Once created, the potion remains potent for 1 week. After this time, it becomes inert.

- At 3rd level hedge wizards may brew concoctions that act as a Charm Person (1), Cure Light Wounds (1), Sleep (1), or Slow Poison spell (1). The desired effect of the admixture must be decided before it is brewed.
- At 5th level hedge wizards may brew tonics that act as either a Cure Blindness/Deafness (3), Cure Disease (3), Cure Moderate Wounds (3), Deep Slumber (3), Lesser Restoration (2) or Neutralize Poison (3) spell. They may also create potions that act as Blindness/Deafness (3), Cause Disease (3), and Poison (3) spells. The desired effect of the admixture must be decided before it is brewed.
- At 7th level the hedge wizard may begin to create potions that mimic Cure Serious Wounds (4), Hold Person (3), Restoration (5), or Suggestion (3) spells. The desired effect of the admixture must be decided before it is brewed.



Hedge Wizard Spells

	0-Level	1 st Level	2 nd Level	3 rd Level
1	Affect Normal Fires	Alarm	Alter Self	Arcane Sight
2	Audible Glamer	Animal Friendship	Animal Messenger	Call Lightning
3	<i>Bind Wounds</i>	Animate Rope	Animal Trance	Clairaudience / Clairvoyance
4	<i>Create Water</i>	Calm Animals	Blur	<i>Continual Light</i>
5	Dancing Lights	Cause Fear	Darkness 15' Radius	<i>Cure Blindness/Deafness</i>
6	Know Direction	Change Self	Darkvision	<i>Cure Disease</i>
7	Light	Charm Person	Detect Invisibility	Deep Slumber
8	Mending	Chill Touch	ESP	<i>Detect Lie</i>
9	Message	Detect Animals or Plants	Feign Death	Dispel Magic
10	Prestidigitation	<i>Detect Evil</i>	Fog Cloud	Dominate Animal
11	<i>Purify Food and Drink</i>	Detect Magic	Forget	Fly
12	Read Magic	Detect Poison	Glitterdust	Fumble
13		Detect Secret Doors	Gust of Wind	Gaseous Form
14		Detect Snares and Pits	Hold Animal	Hold Person
15		Detect Undead	Hold Undead	Improved Phantasmal Force
16		Endure Elements	Iritation	Invisibility
17		Entangle	<i>Know Alignment</i>	Meld into Stone
18		Faerie Fire	Lesser Restoration	Monster Summoning I
19		Feather Fall	Levitate	<i>Neutralize Poison</i>
20		Find Familiar	Locate Object	Nondetection
21		Friends	Misdirection	Phantom Steed
22		Goodberry	Obscure Object	<i>Plant Growth</i>
23		Grease	Phantasmal Force	<i>Protection from Evil</i> 10' Radius
24		Hold Portal	Protection from Normal Missiles	Shape Wood
25		Hypnotic Pattern	Pyrotechnics	Sleet Storm
26		Identify	Ray of Enfeeblement	Snare
27		Invisibility to Animals	Scare	Speak with Plants
28		Magic Fang	Shatter	Spike Growth
29		Magic Stone	Soften Earth and Stone	Sticks to Snakes
30		Obscurement	Spectral Hand	Stinking Cloud
31		Pass without Trace	Spider Climb	Stone Shape
32		Penetrate Disguise	Summon Insects	Suggestion
33		Portent	Tasha's Hideous Laughter	Wall of Wind
34		<i>Protection from Evil</i>	Tree	<i>Water Breathing</i>
35		Shillelagh	<i>Warp Wood</i>	Wraithform
36		Silent Image	Web	
37		Sleep	Whispering Wind	
38		Slow Poison		
39		Speak with Animals		
40		Taunt		
41		Ventriloquism		

Spells listed in italics are reversible. *Blindness/Deafness is the reverse of Cure Blindness/Deafness).

Hedge Wizard Spells

	4 th Level	5 th Level	6 th Level
1	Air Walk	<i>Animal Growth</i>	Antilife Shell
2	Antiplant Shell 10' Radius	Avoidance	Contingency
3	Charm Monster	Break Enchantment	Control Water
4	Command Plants	Chaos	Eyebite
5	Confusion	Commune with Nature	<i>Find the Path</i>
6	Detect Scrying	Control Winds	<i>Flesh to Stone</i>
7	Dimension Door	Death Ward	Geas
8	Emotion	Dismissal	Globe of Invulnerability
9	Fear	Dominate Person	Guards and Wards
10	Freedom of Movement	Dream	Improved Dispel Magic
11	Hallucinatory Terrain	Fabricate	Invisible Stalker
12	Hold Plant	False Vision	Legend Lore
13	Illusory Wall	Feeblemind	Liveoak
14	Improved Invisibility	Hold Monster	Mass Suggestion
15	Leomund's Secure Shelter	Insect Plague	Mislead
16	Locate Creature	Major Creation	Monster Summoning IV
17	Massmorph	Mind Fog	Permanent Image
18	Minor Creation	Mirage Arcana	Programmed Illusion
19	Minor Globe of Invulnerability	Monster Summoning III	Reincarnation
20	Monster Summoning II	Negative Plane Protection	Repulsion
21	<i>Plant Growth</i>	Nightmare	Shades
22	Polymorph	Persistent Image	Shadow Walk
23	<i>Produce Fire</i>	Prying Eyes	Stone Tell
24	<i>Remove Curse</i>	Restoration	Summon Shadow
25	Repel Vermin	Seeming	<i>Transmute Water to Dust</i>
26	Scrying	Sending	<i>True Seeing</i>
27	Sleet Storm	<i>Transmute Rock to Mud</i>	Turn Wood
28	Solid Fog	Wall of Stone	Veil
29	Spike Stones	Wall of Thorns	



	7 th Level	8 th Level	9 th Level
1	Animate Plants	Animate Rock	Astral Spell
2	Banishment	Control Plants	Dominate Monster
3	Changestaff	Demand	Etherealness
4	Control Weather	Discern Location	Foresight
5	Creeping Doom	Earthquake	Freedom
6	Ethereal Jaunt	Improved Prying Eyes	Imprisonment
7	Finger of Death	Mass Charm	Monster Summoning VII
8	Improved Scrying	Maze	Shambler
9	Insanity	Mind Blank	Shapechange
10	Monster Summoning V	Monster Summoning VI	Soul Bind
11	Project Image	Otto's Irresistible Dance	Storm of Vengeance
12	Reverse Gravity	Polymorph Any Object	Succor
13	Sequester	<i>Regenerate</i>	Temporal Stasis
14	Vision	Screen	
15	Wind Walk	Whirlwind	

Spells listed in italics are reversible

Warden (Ranger Variant – Fighter Subclass)

Wardens often act as stalwart protectors of their people and homelands. They seek to defend the natural world from those who would corrupt or destroy it, using subterfuge, skill at arms, and their knowledge of nature to track down, monitor and, if need be, attack those threats.

The warden is a non-magical variant of the ranger class. Should you, as Dungeon Master, allow this class in your AD&D campaign, it is designed to fill the same niche as the ranger class and may be used in place of that class.

Level	Hit Dice	Attack Bonus	Class Features
1	1	+1	Danger Sense (+2), Favored Enemies (+2), Foe Hunter (+2)
2	2	+2	Animal Empathy (+2), Fighting Style
3	3	+3	Pathfinder (+2)
4	4	+4	
5	5	+5	Extra Attack (1)
6	6	+6	Danger Sense (+3), Favored Enemies (+3), Foe Hunter (+3)
7	7	+7	Animal Empathy (+3), Improved Danger Sense
8	8	+8	Pathfinder (+3)
9	9	+9	
10	+3	+10	Extra Attack (2)
11	+3	+11	Danger Sense (+4), Favored Enemies (+4), Foe Hunter (+4)
12	+3	+12	Animal Empathy (+4)
13	+3	+13	Pathfinder (+4)
14	+3	+14	
15	+3	+15	
16	+3	+16	Danger Sense (+5), Favored Enemy (+5), Foe Hunter (+5)
17	+3	+17	Animal Empathy (+5)
18	+3	+18	Pathfinder (+5)
19	+3	+19	
20	+3	+20	

Ability Requirements: Strength 13, Wisdom 13, and Constitution 13

Hit Die Type: d10 (6)

Alignment: Any neutral or good: lawful good, neutral good, chaotic good, lawful neutral, neutral, chaotic neutral, or neutral evil

Weapon Proficiencies: Any

Armor Proficiencies: Light and medium armors, and shields

Saving Throw Proficiencies: Wisdom and Constitution

Skill Proficiencies: Animal Handling, Nature, Stealth, and Survival plus any 2 of the following: Acrobatics, Athletics, Craft (any), Insight, Intimidation, Medicine, Perception, Profession (any), or Religion

Starting Funds: 5d4 x 10 gold pieces

Danger Sense

Wardens have an uncanny sense of when things nearby aren't as they should be, giving them an edge when dodging away from danger. At 1st level, the warden's foes do not gain an attack roll bonus when attacking them from the flank or rear.

In addition, wardens gain a +2 bonus to all Saving Throws versus traps. This bonus increases by 1 at warden levels 6, 11, and 16. To gain this benefit, the warden can't be blinded, deafened, or unconscious.

Favored Enemies

Wardens possess an extraordinary ability to combat their most common foes: bugbears, cyclopses, cyclopes, dune stalkers, ettins, flinds, giants, gibberling, gnolls, goblins, grimlock, hobgoblins, kobolds, meazels, norker, ogres, ogre magi, ogrillons, orcs, quaggoth, tasloi, trolls, and xvarts.

When fighting these foes, wardens deal an additional 2 points of damage with both melee and ranged weapons. At warden levels 6, 11, and 16 this bonus increases by 1.

Wardens may choose any two languages spoken by their Favored Enemies to gain as bonus Language skills. Wardens make all Survival checks to track Favored Enemies with their Favored Enemies bonus (+2 at level 1, +3 at level 6, and so on).

Foe Hunter

A warden's training grants them a +2 bonus to all Perception and Stealth checks at 1st level. This bonus increases by 1 point at levels warden levels 6, 11, and 16. Wardens also halve foes' Armor Class bonuses for cover and concealment (round all fractions down).

Animal Empathy

Starting at 2nd level, wardens may attempt to alter the reaction of wild and domesticated beasts, in the same manner that others may influence the initial reactions of more intelligent creatures through parleying. Starting at 2nd level, wardens gain a +2 bonus to all Animal Handling checks. This bonus increases by 1 at warden levels 7, 12, and 17.

In addition, you are able to attract an animal companion with Hit Dice equal to your Animal Empathy bonus plus 2.

Fighting Style

At 2nd level, you adopt a particular style of fighting as your specialty. Choose one of the following options.

- **Archery:** You increase the range increments of your bow or crossbow by 15 feet and may fire in close combat without penalty (PHB 67).
- **Skirmisher:** You get a +2 bonus to Armor Class when drawing Opportunity Attacks (PHB 66).
- **Two-Weapon Fighting:** When you engage in two-weapon fighting, you offset two-weapon fighting penalties by 2.

Pathfinder

Starting at 3rd level, wardens may move at their normal Movement Rate when making Stealth checks to move silently or Survival checks to track.

You are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions. Choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain, swamp, or the Underdark. When you make a Nature or Survival skill check related to your favored terrain, you add +2 to your die roll. This bonus increases by 1 point at warden levels 8, 13, and 18.

While traveling for an hour or more in your favored terrain you find twice as much food as you normally would by foraging. While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

At 9th level and beyond you may render your tracks and those of your allies untraceable while traveling at a normal pace in your favored terrains. Under such conditions you and a number of allies equal to your Proficiency Bonus plus Wisdom modifier cannot be tracked by nonmagical means, unless you choose to leave a trail.

Extra Attack

Wardens gain the ability to make more than one attack each round. At level 5 wardens may make 1 extra attack per round. At levels 10 and beyond wardens may make two extra attacks per round.

Level	Total Attacks per Round
5-9	2 per round
10-20	3 per round

Improved Danger Sense

At 7th level, wardens gain improved Danger Sense and are no longer subject to Sneak Attacks by thieves or Killing Strikes by assassins when surprised. They also retain their Dexterity and shield bonuses to Armor Class when surprised.

APPENDIX B: THE PLANES OF EXISTENCE

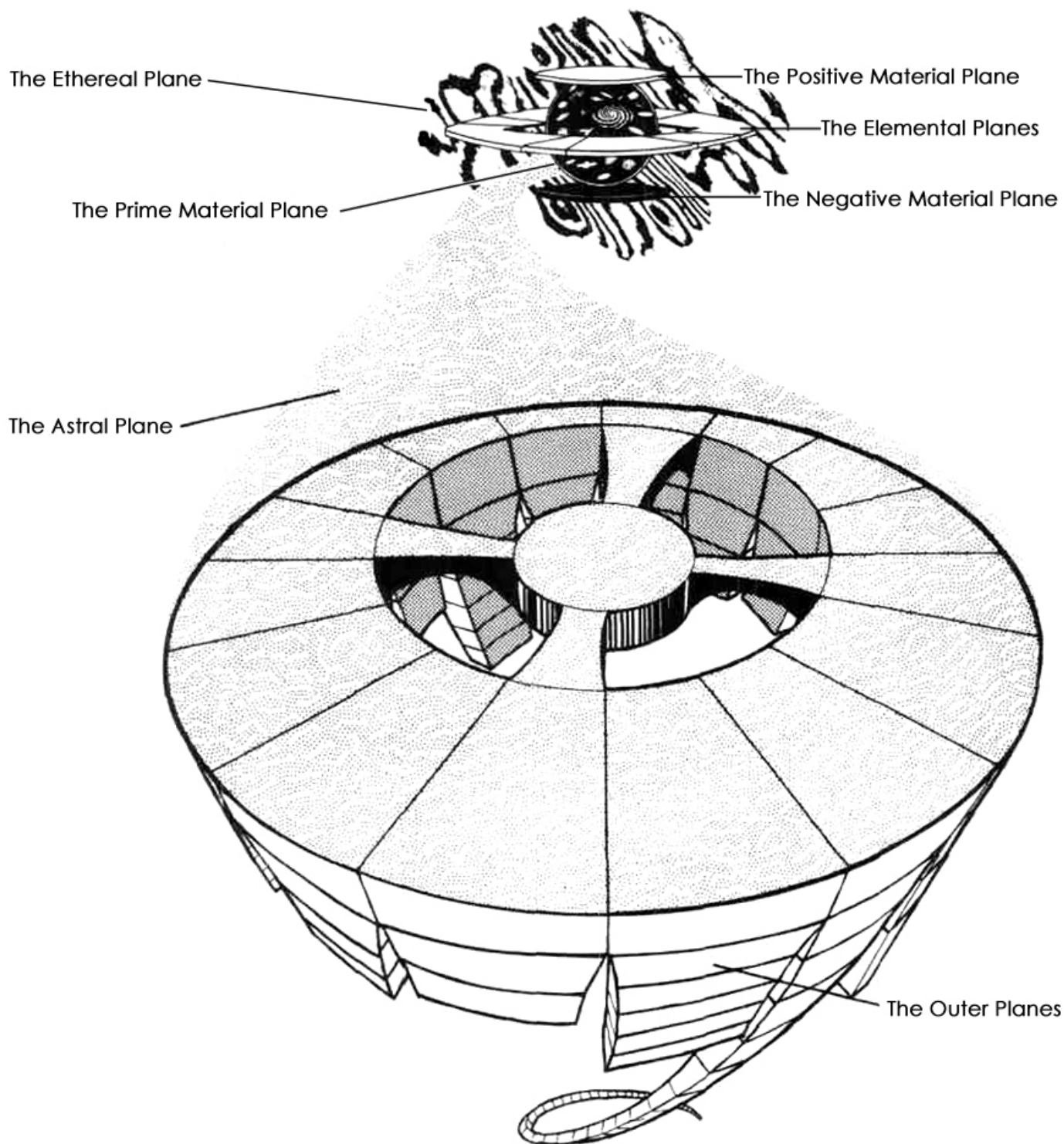
Overview of the Planes

The following section is taken from Appendix B of the Player's Handbook. While the much information pertaining to the Inner and Astral Planes is unchanged, this tome expands upon the details given for the Outer Planes and for The Great Wheel itself.

The term "the planes" encompasses all the alternate levels of reality that may be encountered in the Advanced Dungeons & Dragons game. The planes are more than a different part of a standard campaign, or a different planet to adventure on. The many known planes have very different physical and magical laws than most

adventurers are used to. These planes each have unique rewards as well as unique dangers.

The concept of the planes has evolved in the time since the creation of the AD&D game; it will continue to evolve long after this book goes to print. As the AD&D game universe currently stands, there are three basic groupings of the planes: The Inner planes (consisting of the Ethereal, Prime Material, Elemental, Positive and Negative Planes), the Astral plane and the Outer planes. The basic arrangement of the planes is depicted below.



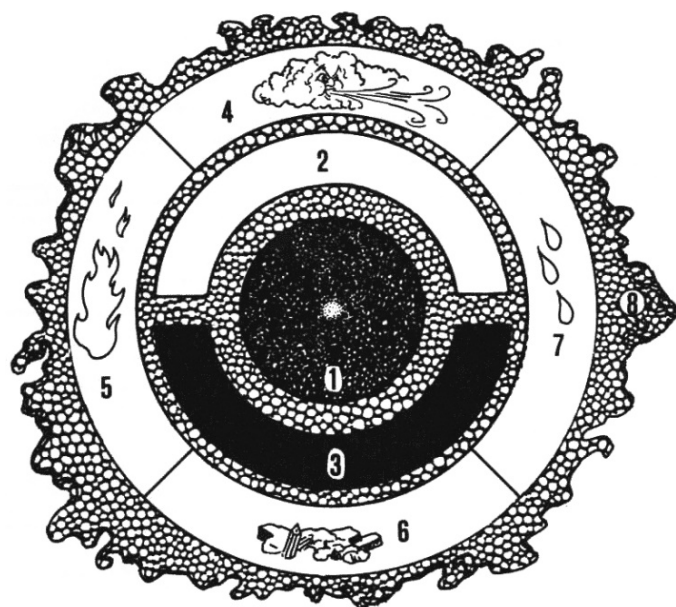
The Great Wheel

The Great Wheel, shown on pages 194 and 198, is described as a complex, comparatively cosmopolitan place in which the gods of many worlds and pantheons mingled, the beliefs of many faiths and peoples bleeding together in a set of Outer Planes shaped predominantly by the polar forces of Law, Chaos, Good, and Evil. Thus, it is that Hanali Celanil of the elves and the Greek goddess Hecate can feud over the love of the Sumerian god Enki and work at a pleasure palace operated by the Aztec gods Xochipilli and Tlazoteotl. In fact, a number of alliances exist between the gods of Greyhawk and those of other worlds, for example, between Wee Jas of Oerth and Mystra of Toril.

The Great Wheel cosmology consists of a series of somewhat concentric spheres. In the center is the Prime Material plane containing a vast sea of aether (the phlogiston or Rainbow Sea) with the crystal spheres and worlds within, surrounded by the Ethereal plane, a misty realm of proto-matter. Outside of the Prime Material and Ethereal Planes are the Inner Planes, also called the Elemental Planes, which have their own sphere. Then comes the Astral Plane which connects the worlds in the Prime Material Plane to each other (bypassing the phlogiston) and also to the last sphere, the Outer Planes. The Prime Material Plane touches both the Astral Plane and its Ethereal Plane, though these planes do not touch one another. The Outer Planes, also called the Planes of Power, are 16 planes arranged in a circle (the Great Wheel) defined mainly by alignment and surrounding a 17th neutral plane known as the plane of Concordant Opposition, which is also called the Outlands.

The Inner Planes

The Inner Planes are the six major Elemental Planes (Fire, Earth, Water, Air, Positive Energy, Negative Energy), the four Para-Elemental Planes (Smoke, Ice, Ooze, Magma), and the eight Quasi-Elemental Planes (Lightning, Steam, Radiance, Minerals, Vacuum, Salt, Ash, Dust). They can be thought of as being on the surface of a sphere with Positive Energy at the north pole, Negative Energy at the south pole and Fire, Earth, Water, and Air on the equator, equidistant from each other. The Para-Elemental Planes are found on the equator between the boundaries of Fire, Earth, Water and Air (Magma is between Fire and Earth, for example). Four of the Quasi-Elemental Planes are found between the boundaries of Positive Energy and the four elements (Steam is between Positive Energy and Water, for example). And the other four Quasi-Elemental Planes are between Negative Energy and the four elements (Vacuum is between Negative Energy and Air, for example). The Inner Planes are surrounded by the Ethereal Plane, which connects them to the Prime Material Plane.



- | | |
|----------------------------|-----------------------------|
| 1. Prime Material Plane | 5. Elemental Plane of Fire |
| 2. Positive Material Plane | 6. Elemental Plane of Earth |
| 3. Negative Material Plane | 7. Elemental Plane of Water |
| 4. Elemental Plane of Air | 8. Ethereal Plane |

Other Inner Planes not shown above include the Para-Elemental and Quasi-Elemental Planes (which are diagramed on page 196, following the description of those plane), nor are the various Demiplanes of existence.

With the exception of the Prime Material Plane and Ethereal Plane, these planes are hostile to non-elemental life, and travel within them is recommended only for those who are prepared. The Inner Planes are not aligned in the same manner as the Outer Planes (see page 197), rather they are indifferent to the affairs of other sentient beings. Many of the planes have their own creatures and rulers who are sometimes summoned to one of the primes through spells or magical items. The Inner Planes include:

The Prime Material Plane

The Prime Material Plane is at the "center" of the Inner Planes. The Prime Material Plane houses the universe and all of its parallels. It is the plane of Terra, and your campaign, in all likelihood. The Prime Material is bounded or permeated by all of the Inner Planes and the Astral Plane. The Prime Material Plane is made up of the elements plus positive and negative energy.

There are an infinite number of parallel Prime Material Planes, and each and every one of these are bounded by the Elemental Planes, so the Elemental Planes are themselves infinite.

The Planes of Energy

The Energy Planes are unique in that they are not composed of matter but rather a tangible form of creativeness or destructiveness. All life (or unlife) depends on them. Despite this, energy elementals or other forms of native life are not common. The Xag-Ya (positive) and Xeg-Yi (negative) are the most common denizens of these planes.

- The Positive Material Plane: The Positive Material Plane is a place of energy and light, the place that is the source of much that is vital and active, the power supply for good. No one is certain what types of creature may exist on the Positive Material Plane. Any creature from the Prime Material Plane would probably be completely obliterated by the energies of the Positive Material Plane.
- The Negative Material Plane: The Negative Material Plane is the place of anti-matter, the source of entropy and of negative energy. It is from here that the undead gain their power and from which evil grows. This place is a vacuum of destruction, cold, and entropic force. It is as deadly as its brighter brother; visitors here are drained of all life and reduced to ashes almost instantly.

No one is certain what types of creature may exist on the Negative Material Plane. A few undead find their way into this plane, making it even more dangerous.

The Elemental Planes

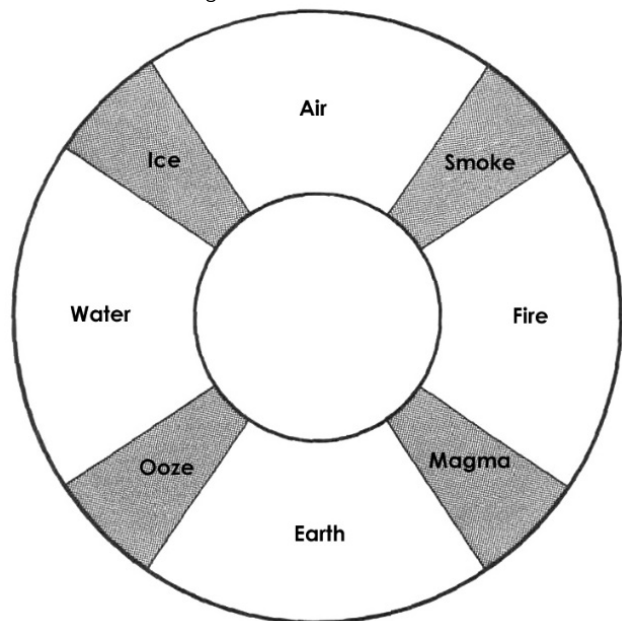
The Elemental Planes include the Plane of Air, the Plane of Fire, the Plane of Earth, and the Plane of Water. The Elemental Planes surround the Prime Material Plane. The illustration to the left shows one way of visualizing their relationship to each other and the other Inner Planes. The Elemental Planes are represented by the band that surrounds the Prime Material Plane. The Elemental Planes are the building blocks of matter - Air, Water, Fire, and Earth.

The Elemental Planes are the homes of many different kinds of elemental creatures, and some of them have the ability to travel to the Prime Material Plane. There is probably more traffic between the Prime Material and the Elemental Planes than between any others. This is usually either direct travel (through gates or summoning) or by way of the Ethereal Plane. There are also nexial points in distant, out-of-the-way places on the Prime Material Plane that lead directly to the Elemental Planes. Nexial points would most likely be found in the deepest ocean (to the Plane of Water), high in the atmosphere (to the Plane of Air), far below the planet's surface (to the Plane of Earth), or in an active volcano (to the Plane of Fire). Temporary nexial points may also be established occasionally, such as an opening to the Elemental Plane of Fire in the middle of a raging forest fire.

The Para-Elemental Planes

Where the Elemental Planes touch each other, there arise the Para-Elemental Planes. The Para-Elemental Planes include:

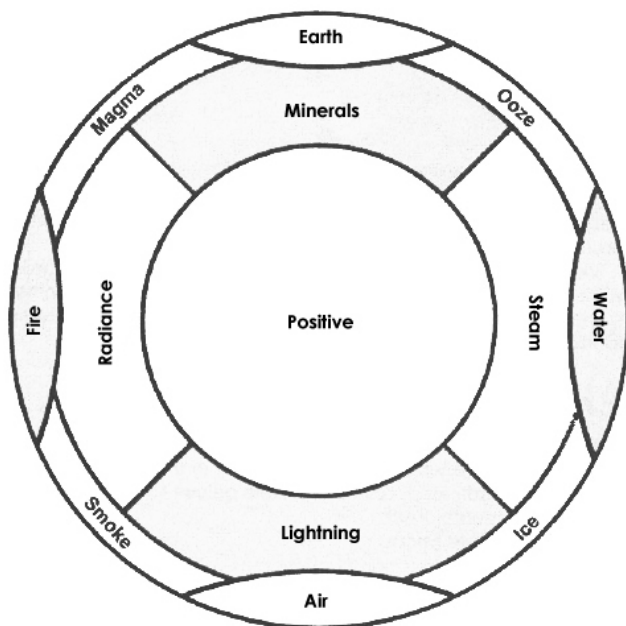
- The Plane of Smoke between the Planes of Fire and Air
- The Plane of Ice between the Planes of Air and Water
- The Plane of Ooze between the Planes of Water and Earth
- The Plane of Magma between the Planes of Earth and Fire



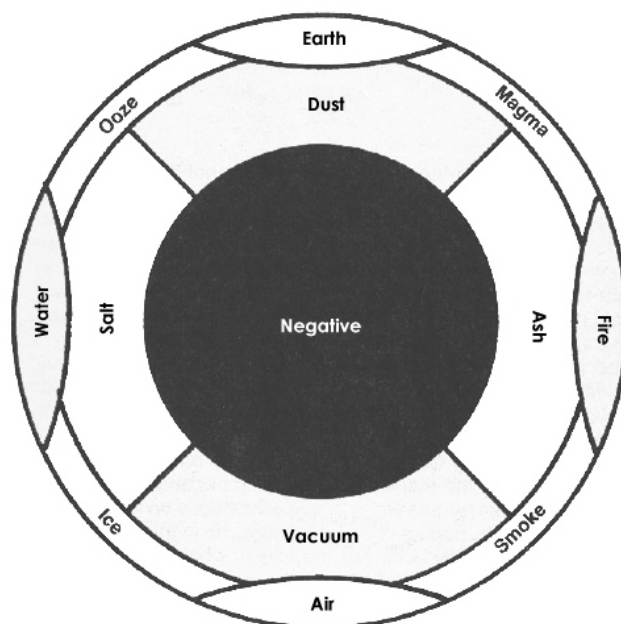
The Quasi-Elemental Planes

The Quasi-Elemental Planes exist where the Elemental Planes touch the planes of energy. The Quasi-Elemental Planes include the Planes of:

- Lightning between the Planes of Positive Energy and Air;
- Steam between the Planes of Positive Energy and Water;
- Radiance between the Planes of Positive Energy and Fire;
- Minerals between the Planes of Positive Energy and Earth;



- Vacuum between the Planes of Negative Energy and Air;
- Salt between the Planes of Negative Energy and Water;
- Ash between the Planes of Negative Energy and Fire; and
- Dust between the Planes of Negative Energy and Earth



The Ethereal Plane

In the Great Wheel model each Prime Material plane has its own Ethereal plane in which nothing is solid, including living creatures, their possessions, weapons and armor. All metal becomes ethereal metal, flesh becomes ethereal flesh, stone to ethereal stone, etc.

To creatures on the Ethereal Plane objects on the Prime Material Plane (or any of the Inner Planes) appear as incorporeal phantoms. Ethereal creatures may pass through these phantoms with no difficulty, although a person being "passed through" might experience a chill down the spine.

Ethereal beings or things are "real" to each other, however. Note that the Ethereal Plane does not extend to the Outer Planes, so it is not possible for creatures on these planes to "go ethereal."

The Ethereal touches its Prime at all points and binds it to the Inner Planes but the connections are not abrupt transitions like those to and from the Astral plane but, rather, a gradual process in what is called the Border Ethereal. If you consider the Ethereal to be an ocean, a person in the Border Ethereal would be standing in the surf near the shore, invisible to those on land but able to see them and their surroundings dimly. One could travel along the shore, staying in the surf, and step back on land at some other point, or move away from the shore toward the Deep Ethereal. A curtain of vaporous color marks the transition between the Border Ethereal and the Deep Ethereal and each plane has its own color. After traversing the Deep Ethereal and reaching the curtain of the correct color, you pass through to the Border Ethereal of your destination plane.

By use of magic (or the natural ability that some creatures are thought to have, like phase spiders) one can fade into the Ethereal and travel at will. Gravity gives a sense of up and down, but movement in any direction is equally easy and objects released hovered in place.

The Ethereal Plane is basically insubstantial and few "real" creatures actually live there. There are rumors of floating islands of solid ether, populated by exiles, which drift about the Ethereal Plane. These pockets of matter, also known as Demiplanes (see below), are said to be the creations of extremely powerful wizards, demigods, and gods. The best known of the Demiplanes is the Demiplane of Shadow.

Ethereal Travel and Combat: A character can achieve the ethereal state (move to the Ethereal Plane) by various means which include spells, magic items, or psionic powers. It is possible to move to or about any of the Inner Planes which the Ethereal Plane permeates and it is possible to move from one Inner Plane to another ethereally.

To move on the Ethereal Plane, an entity has but to will movement for it to happen. If concentration upon movement lapses, progress immediately halts. Ethereal travel is tireless and rapid. Creatures in ethereal state need neither food, drink, rest, nor sleep. Ethereal

creatures may move from one Inner Plane to another by moving from the shadow of one plane to the shadow of another. This may be accomplished by concentrating upon moving to the desired destination. This gets easier with practice, as the being marks out a mental "trail" through the ether.

All movement and travel in the Ethereal Plane is subject to certain hazards. Some monsters are able to function partially in this plane, while some roam the plane freely. Though creatures on the Inner Planes are mere phantoms to creatures on the Ethereal Plane, such creatures will certainly be "real" to each other, and normal melee or spell casting is possible between ethereal beings. It is also possible to combat creatures who exist or function partially on the Ethereal Plane. Thus, those creatures whose attack forms extend to the Ethereal can be attacked by ethereal creatures. It is only in these instances that spells can be cast from the Ethereal to the Prime Material Plane, and then they will only affect the creature with Ethereal connections. Ethereal combat damage is actual damage. The worst hazard while traveling on the Ethereal Plane, however, is the Ether Cyclone, a strong moving force that can cause the individual to enter a different world or plane or become lost in the ether for many, many days when it blows across the stretches of this multi-plane.

Demiplanes

Demiplanes are planes of finite extent found within an Ethereal Plane. They may have been the creations of extremely powerful wizards, gods, or demigods or they may have been created when a large glob of proto-matter began to pull away from its Ethereal Plane and achieved separation. Demiplanes might eventually collapse in on themselves, remerge with its parent Ethereal, or merge with an Inner Plane or Prime Material Plane. Each demiplane had its own rules regarding gravity, vision, magic, and material make-up.

The Demiplane of Shadow: The Demiplane of Shadow is a transitive plane that coexists and, to some extent, overlaps both the Material Plane and Ethereal Plane. The terrain is similar but not identical to that of the Material Plane, so if one were to transition between the Material Plane and the Demiplane of Shadow in a mountain range, one would arrive at the other side in a mountain range, although not necessarily the same mountains.

The Demiplane of Shadow is not totally dark and it has a permanent level of brightness similar to a moonless night. Any sources of light, even magical ones, appear dimmer on the Demiplane of Shadow than they would on the Material Plane. Fires also burn cooler than they would normally on the Material Plane, and the Demiplane of Shadow is cooler. Air is normal on the Demiplane of Shadow, but water is thicker and ichorous. Despite this, plants, animals, and humanoids live there.

Gravity and time are normal on the Plane of Shadow, and magic functions normally, except for those that emit light or fire. These spells are less predictable and prone to failure, while shadow spells are enhanced.

The Astral Plane

Beyond the Inner Planes is the Astral Plane. The Astral Plane is described as infinite nothingness interrupted only by small islands of material that broke off from their native planes and occasional spinning columns of astral conduits (called wormholes or gates and resembling water spouts from a storm at sea). The Astral Plane is a barren place with only rare bits of solid matter. Indeed, the most common feature is the silver cords of travelers in the plane. These cords are the lifelines that keep travelers of the Plane from becoming lost, stretching all the way back to the traveler's point of origin.

Like the Ethereal Plane, this plane serves as a connector between the different planes. It links the various Prime Material Planes to each other (one travels from one Prime to another by crossing the Astral Plane, not the Ethereal). The Astral Plane also links the Prime Material Plane to the first layers of all the Outer Planes, much like the Ethereal is the link between the Prime Material and Inner Planes.

Travel in the Astral is usually accomplished by spell or psionics and involves leaving your physical body behind while your astral self travels to your destination. During this transit, a nearly unbreakable silver cord connects your astral self back to your physical body. When you arrive at another plane, a new physical body manifests out of local materials. Wormholes link specific places in the Outer Planes to each other and

to fixed locations in the Primes - quicker but likely more dangerous because your physical body is transported directly to a terminus that might be inhospitable or guarded.

Astral Travel and Combat: Astral travel is possible by various means including spells, magic items, and psionic powers. The Astral Plane only touches the endless Prime Material Plane and the 17 "first layers" of the Outer Planes. The Astral Plane does not touch any of the Inner Planes other than the Prime Material Plane. As such it is possible to move about in, or to, any of the Prime Material universes or to the first layers of the Outer Planes by means of astral travel.

As with ethereal travel, movement through the Astral Plane is speedy, and while there the individual needs no food, drink, rest, or even sleep. Beings in an astral state move from place to place simply by concentrating upon moving to the desired destination. As with ethereal travel, this gets easier with practice, as the astral traveler "learns the way."

As on the Ethereal Plane, astral beings are "real" to each other and can cast spells and engage in melee normally. The major impediment to these activities is that astral travelers employing an Astral Spell or the psionic equivalent do not carry their possessions with them into the Astral Plane (except for certain magic items that have a multi-planar existence, such as an *amulet of the planes*). Beings travelling astrally by these modes will therefore have to rely on their natural weaponry or spells without material components in any astral combat. Most creatures can do no more than destroy the astral body, causing the silver cord to return to the material body and preventing further astral travel for a period of time. Very powerful beings (gods, demigods, etc.) might be able to snap the silver cord, thus killing the astral and material bodies simultaneously.

The most dangerous phenomenon encountered during astral travel is the Psychic Wind, which can either blow the traveler about so as to cause him to become lost (thus coming to some undesired world or plane or be out of touch for many days) or snap the silver cord and kill the individual irrevocably.

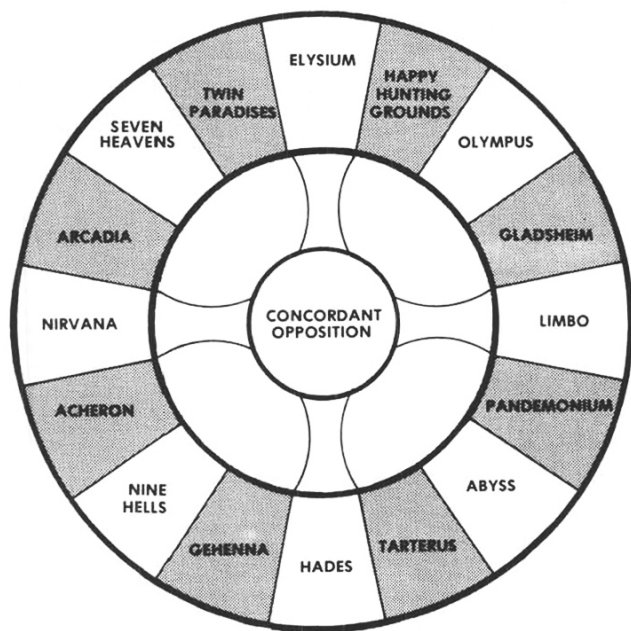
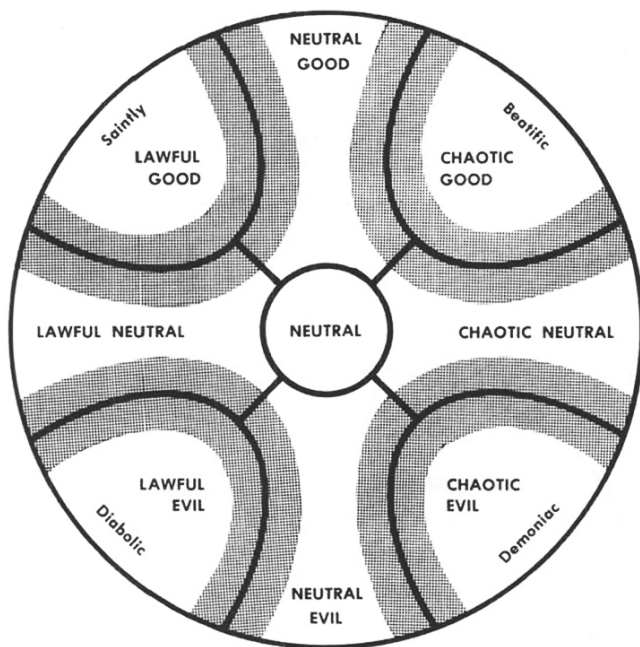
The Outer Planes

Finally, outside all else are the Outer Planes. The Outer Planes, also called the Planes of Power or the Outer Planes of Alignment, are realms with terrain both like and unlike that of the Prime Material plane. These planes are reached by gateways and the Astral Spell. Various powerful beings (self-proclaimed gods, goddesses, and demigods, as well as a full spectrum of other life) call the Outer Planes home. The Outer Planes are the final resting places of deceased sentient spirits native to the Prime Material Planes and the source of alignment (religious/ethical/philosophical ideals).

The Outer planes are organized according to alignment, which is most easily visualized as a wheel with spokes radiating from the center of true neutrality. In the diagram below, planes associated with Good (sometimes called the Upper Planes) are found above the line running from Nirvana to Limbo, and Evil-associated planes (sometimes called the Lower Planes) are below. Planes associated with Law are found to the left of the line running from Elysium to Hades, and Chaos-associated planes to the right. Many of the Outer planes are divided into layers - infinite sub-regions that metaphysically overlap the other layers of the same plane.

The seventeen Outer Planes contact each other in an arrangement that forms The Great Wheel. There is a direct correlation between alignment and the Outer Planes, as the diagram shows. Note that the alignment positions on the Character Alignment Graph match exactly with the placement of the Outer Planes of Alignment on the Great Wheel. There are nine basic alignments, and nine planes which correspond to those alignments. There are also eight other planes between the nine which represent "borderline" alignments, as alignment is often a matter of degree rather than an absolute definition. Thus, a lawful evil character who tended towards neutral evil would probably end up in Gehenna rather than Hades or the Nine Hells.

It is possible to move directly from the upper layer of one Outer Plane to an adjacent one (though it is not necessarily advisable or safe). Thus, a being could go from the topmost layer of the Abyss to Pandemonium or Tarterus, and it is likewise possible to move from Hades to Tarterus, Gehenna, or the plane of Concordant Opposition.

Outer Planes of Alignment on the Great Wheel**Character Alignment Graph**

The seventeen Outer Planes are as follows:

Seven Heavens or Mount Celestia

Seven Heavens, also called the Seven Mountains of Goodness and Law, is the plane of lawful good alignment, home of the archons. Its seven layers (Lunia, Mecuria, Venya, Solania, Mertion, Jovar, and Chronias) are joined in such a manner that traveling deeper into the plane became an ascending journey, up mountain after mountain for example. Each layer glows with its own color of soft light and each is unique in terrain. The Seven Heavens are the home of Bahamut, Yondalla, and Moradin Dwarf-father.

Twin Paradises or Bytopia

The Twin Paradises, also known as Bytopia, are between lawful good and neutral good in alignment. The two layers (Shurrock and Dothion) are described as hanging upside down from each other about 20 miles apart (from sea level to sea level), sharing the same sky. Gravity is normal for each layer but in opposite directions. The Twin Paradises are the home of Garl Glittergold, Baervan Wildwanderer, Segojan Earthcaller, and Fandal Steelskin of the gnomish pantheon.

Elysium

Elysium is the plane of neutral good. The wide, slow-moving, and mostly navigable river Oceanus flows through all four layers (from Thalasia to Belierin to Eronia to Amoria) and then on to the Happy Hunting Grounds. Most habitation is along the fertile banks of the river, diminishing farther away. Isis, Ishtar, and Enlil all make Elysium their home.

Happy Hunting Grounds or Beastlands

Outsiders called it the Happy Hunting Grounds, but the native wildlife, most of which are sentient and capable of speech, call it the Beastlands and don't take kindly to being hunted. This plane represented the ideals of neutral good but tends toward chaotic good. Each of the three layers (Krigala, Brux, and Karasuthra) is vast and densely forested, but includes habitats for all manner of natural creatures: Mammals, birds, fish, reptiles, amphibians, insects, invertebrates, and their giant varieties. Skerit the centaur god makes his home here.

Olympus or Arborea or Arvandor

Occasionally called Arborea, and called Arvandor by the elven people, Olympus is the plane of chaotic good, home of both the Greek and Elvish pantheons. The two realms coexist on the top-most layer of the plane at the pinnacle of their respective realms. The main feature is Mount Olympus, a huge mountain that links the Greek part of the plane with the Prime Material Planes where they are strongest. This astral landmark also extends to at least one layer each of Gehenna, Hades, and Tarterus. This plane's three layers are called, in Greek/Elvish, Olympus/Arvandor, Ossa/Aquallor, and Pelion/Mithardir. Tucked away in a corner (so to speak) is the realm of Nephthys.

Nirvana or Mechanus

Nirvana is the plane of lawful neutral. It consists of only one layer where everything is in perfect order: equal parts light and dark, heat and cold, and equal measures of the four elements. The entire plane is filled with interlocking wheels 1,000 miles (1,600 km) or more in diameter slowly turning in synchronicity. Each disk had its own gravity extending in a sphere around it, enabling the surface(s) of the wheel to be inhabited. Mystra makes her home here and Boccob resides upon the Plane of Law.

Gladshiem or Ysgard

Sometimes called Ysgard, Gladshiem is between chaotic good and chaotic neutral in alignment and is the home of the Norse pantheon (of which Tyr is a member) which, despite a tendency to chaotic behavior, effectively seized control of the uppermost of the three layers. Their realm gives the first layer its name, Asgard, followed by Muspelheim and Nidavellir. Like Mount Olympus in Olympus, the main feature of this plane is Yggdrasil, the "World Ash", a tree that has roots and branches in the Prime Material Planes where the Norse gods are recognized as well as Niflheim in Hades.

Limbo

Limbo is the plane of chaotic neutral, home of the Githzerai and the Slaad. This plane is supreme chaos: a twisting, quicksilver place filled with bits and pieces of rocks, trees, the four elements, entire landscapes, strong winds, and random pockets of liquid, solid, or gas. Intelligent beings can subjugate the environment around them, causing the chaos to settle into forms of his or her desire. It is believed Limbo had five layers but they are all generally the same.

Pandemonium

Pandemonium is the plane between chaotic neutral and chaotic evil in alignment and had no native inhabitants but many that are either immigrants, exiles, marooned, or prisoners. The entire plane is made of passages and caverns seemingly carved from solid rock by the constant howling wind and wind-driven rivers. Demons and quasits live or hide here and shadow demons are plentiful. Talos makes his home here, and temporary visitors include Loki from Gladshiem and Loviatar of Gehenna. Its four known layers are Pandesmos, Cocytus, Phlegethon, and Agathion.

Abyss

The Abyss is the plane of chaotic evil, home of the demons and a seemingly limitless number of other foul monstrosities. The stronger seek

to dominate the weaker and the weaker conspire to overthrow the stronger. It is estimated the Abyss has 666 layers but it could well be an infinite number. The first layer is called Pazunia (after Pazuzu, who is most often found there) or the Plane of Infinite Portals, or the Palace of 1,001 Closets. It is a barren land of dusty deserts scorched by a red sun.

Tarterus or Carceri

The plane of Tarterus is located midway between chaotic evil and neutral evil in alignment. Each known layer of Tarterus is described as a chain of glowing scarlet orbs stretching into infinity. Each orb of the top layer is the size of a Prime Material world and the orbs get smaller with each successive layer. The orbs of the "inner" layers can be imagined as nesting within the orbs of the "outer" layers like nesting dolls.

Hades or the Gray Waste

Hades, also known as the Gray Waste, is the plane of neutral evil, home of the daemons. The three layers of Hades are Oinos, Niflheim, and Pluton. Pluton is sometimes mistakenly referred to as Hades. The layers of Hades are called glooms for good reason; they are realms devoid of emotion, hope, and peace - grey land and grey sky throughout, with no sun, moon or seasons to break the monotony. Here Anthraxus rules in his mighty fortress, the Khin-Oin.

Gehenna

This plane is midway between neutral evil and lawful evil in alignment. Each of the four layers (Khalas, Chamada, Mungoth, and Krangath) are composed of mountains and smoky, burning volcanoes with no bases or peaks - everything is built onto or carved into the sides of these mountains and gravity is at a 45° angle with the ground. Deeper layers have less heat and volcanic activity until you get to Krangath which has no natural light or heat.

Nine Hells or Baator

The Nine Hells, also known as Baator is the plane of lawful evil, home of the devils. The nine layers were: Avernus, Dis, Minauros, Phlegethos, Stygia, Malbolge, Maladomini, Cania, and Nessus, and each extends infinitely in all directions and has its own physical laws and properties of matter. The barriers between layers connect the lowest points of the upper layer with points very high above the surface of the next lower layer, regardless if there is a structure (like a mountain or tall tower) there or not. Some infamous and powerful beings make their home in Baator, such as Asmodeus, Mephistopheles, Baalzebul, Belial, Mammon, and Tiamat.

Acheron

Acheron is located between lawful evil and lawful neutral in alignment and is a place where armies of the Outer Planes come to do battle in the afterlife. The four layers (Avalas, Thuldanan, Tintibulus, and Ocanthus) each consist of huge blocks of hard black iron-like material the size of countries that float through air, joining for a time and then parting again. While blocks are touching, a being can move from one block to the next with gravity pulling toward the center of each block.

Arcadia

Arcadia is between lawful neutral and lawful good in alignment, known for its trees. The trees of Arcadia grow in neat forests and regimented orchards. The bark is either copper, gold, silver, or iron and the never-falling leaves range from dark green to fire red. The fruit from these trees have magical properties like potions when consumed. Arcadia has three layers, Abellio, Buxenus, and a third layer of which very little is known, including its name.

Concordant Opposition or Outlands

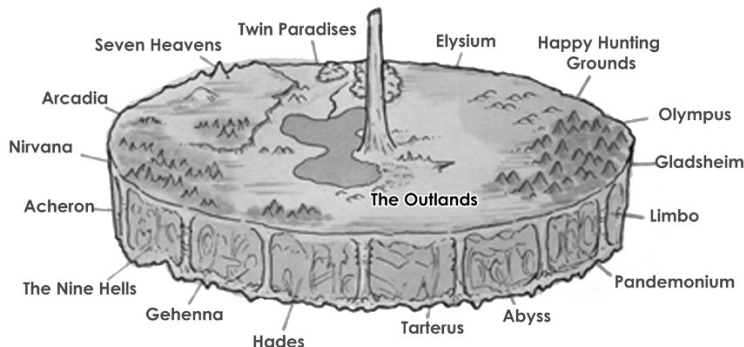
Concordant Opposition, also called the Friendly Opposition, the Outlands, Godsland, and simply the Land, is the plane of true neutrality. Divine realms on this plane include the Caverns of Thought, Ilsensine's realm; the Court of Light, Shekinester's realm; Dwarven Mountain, which is the realm of Dumathoin, Vergadain, and Dugmaren Brightmantle; Annam's Hidden Realm, Semuanyia's Bog, Sheela Peryroyl's Flowering Hill, Thoth's Estate, Oghma's House of Knowledge, Silvanus's realm of Summeroak, Gond's realm of Wonderhome, and Ubtao's Labyrinth of Life.

The Outlands lie between the Outer Planes. It is the plane of neutrality, incorporating a little of everything and keeping all aspects in a paradoxical balance- simultaneously concordant and in opposition.

The plane has varied terrain, with prairies, mountains, and shallow rivers. The Outlands is circular, like a great disk. In fact, those who envision the Outer Planes as a wheel point of the outlands as proof, calling it a microcosm of the planes. That argument might be circular, since the arrangement of the Outlands inspired the idea of the Great Wheel in the first place.

Around the outside edge of the circle, evenly spaced, are the gate-towns: sixteen settlements, each built around a portal leading to one of the Outer Planes. Each town shares many of the characteristics of the plane where its gate leads. Planar emissaries often meet in these towns, so it isn't unusual to see strange pairings, such as a celestial and a fiend arguing in a tavern while sharing a fine bottle of wine.

Given the fact that you can ride a horse in the Outlands from a heaven to a hell, a planar-themed campaign can be set there without the need for planar travel. The Outlands is the closest the Outer Planes come to being like a world on the Material Plane.



Gate-Town of the Outlands: The following gate-towns are found along the outer edge of the Outlands:

Town Gate	Destination
Excelsior	The Seven Heavens of Mount Celestia
Tradegate	The Twin Paradises of Bytopia
Ecstasy	The Blessed Fields of Elysium
Faunel	The Wilderness of the Beastlands
Sylvania	The Olympian Glades of Arborea
Glorium	The Heroic Domains of Ysgard
Xaos	The Ever-Changing Chaos of Limbo
Bedlam	The Windswept Depths of Pandemonium
Plague-Mort	The Infinite Layers of the Abyss
Curst	The Tarterian Depths of Carceri
Hopeless	The Gray Waste of Hades
Torch	The Bleak Eternity of Gehenna
Ribcage	The Nine Hells of Baator
Rigus	The Infinite Battlefield of Acheron
Automata	The Clockwork Nirvana of Mechanus
Fortitude	The Peaceable Kingdoms of Arcadia

Sigil, The City of Doors: At the center of the Outlands, like the axle of a great wheel, is The Spire - a needle-shaped mountain that rises high into the sky. Above this mountain's narrow peak floats the ring-shaped city of Sigil, its myriad structures built on the ring's inner rim. Creatures standing on one of Sigil's streets can see the city curve up over their heads and - most disconcerting of all - the far side of the city directly overhead. Called the City of Doors, this bustling planar metropolis holds countless portals to other planes and worlds.

Sigil is a trader's paradise. Goods, merchandise, and information come here from across the planes. The city sustains a brisk trade in information about the planes, particularly the command words or items required for the operation of particular portals. Portal keys of all kinds are bought and sold here.

The city is the domain of the inscrutable Lady of Pain, a being as old as the gods and with purposes unknown to even the sages of her city. Is Sigil her prison? Is she the fallen creator of the multiverse? No one knows. Or if they do, they aren't telling.

APPENDIX C: RANDOM DUNGEON DESIGN

When you need help in designing a dungeon - whether it is a level in your main dungeon or a labyrinth discovered elsewhere - the following random generation system has proven itself to be useful. It must be noted that the system requires time, but it can be used directly in conjunction with actual play.

The upper level above the dungeon in which adventures are to take place should be completely planned out, and it is a good idea to use the wilderness encounter matrix to see what lives where (a staircase discovered later just might lead right into the midst of whatever it is). The stairway down to the first level of the dungeon should be situated in the approximate middle of the upper ruins (or whatever you have as upper works).

The first level of the dungeon is always begun with a room; that is, the stairway down leads to a room, so you might go immediately to the Table V: Chambers & Rooms (on page 201) and follow the procedure indicated or use one of the following "starter" areas. Always begin a level in the middle of the sheet of graph paper.

Keep a side record of all monsters, treasures, tricks, traps, and whatever else comprises a normal dungeon matrix. Discretion must prevail at all times. For example: if you have decided that a level is to be but one sheet of paper in size, and the die result calls for something which goes beyond an edge, amend the result by rolling until you obtain something which will fit with your predetermined limits.

Common sense will serve. If a room won't fit, a smaller one must serve, and any room or chamber which is called for can be otherwise drawn to suit what you believe to be its best positioning.

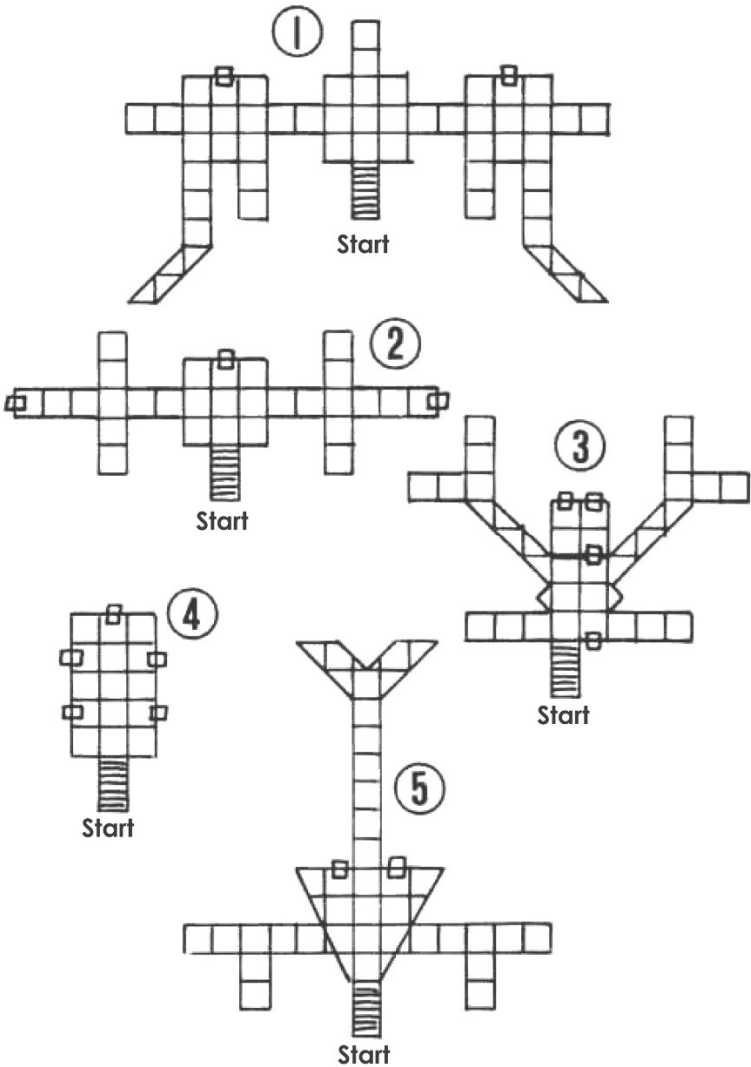


Table I: Dungeon Generator

D20 Roll	Result
1-2	Continue straight - check Table I again in 60 feet.
3-5	Door, check Table II.
6-10	Side passage, check Table III - check Table I again in 30'.
11-13	Passage turns, check Table IV and check the width on the appropriate subtable of Table III.
14-16	Chamber, Table V - check Table I 30' after leaving.
17	Stairs, check Table VIII.
18	Dead end (walls left, right, and ahead can be checked for secret doors), see Table VII's Exit Location subtable for more details.
19	Trick/Trap, check Table XI, passage continues - check Table I again in 30'.
20	Wandering monster, check again immediately to see what lies ahead so direction of monster's approach can be determined - check Table I again in 30'.

Table II: Doors * (Roll on Both Subtables)

D20 Roll	Location of Door
1-6	Left*
7-12	Right*
13-20	Ahead

D20 Roll	Space Beyond Door
1-4	Parallel passage**, or 10' x 10' room if door is straight ahead.
5-8	Passage straight ahead.
9	Passage 45/135 degrees***
10	Passage 45/135 degrees***
11-18	Room, check Table V.
19-20	Chamber, check Table V.

- * Check again immediately on Table I; if another door is indicated, then ignore the result and check again 30' past the door. If a room or chamber is beyond a door, go to Table V
- ** Extends 30' in both directions
- *** The direction will be appropriate to existing circumstances but use the angle before the slash in preference to the other.

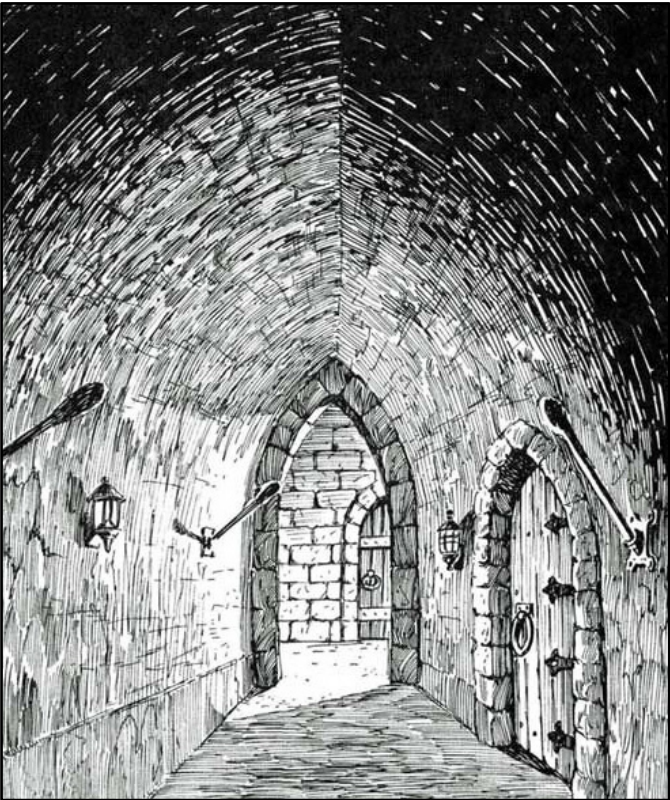


Table III: Side Passages (Roll on All Applicable Subtables)

D20 Roll	Result
1-2	Left 90 degrees
3-4	Right 90 degrees
5	Left 45 degrees
6	Right 45 degrees
7	Left 135 degrees
8	Right 135 degrees
9	Left curve 45 degrees ahead
10	Right curve 45 degrees ahead
11-13	Passage "T"s
14-15	Passage "Y"s
16-19	Four-way intersection
20	Passage "X"s (if present passage is horizontal or vertical it forms a fifth passage into the "x").

D20 Roll	Passage Width
1-4	5'
5-13	10'
14-17	20'
18	30''
19-20	Special passage (roll on the following subtable),

D20 Roll	Special Passage
1-4	40', columns down center
5-7	40', double row of columns
6-10	50', double row of columns
11-12	50', columns 10' right & left support 10' wide upper galleries that are 20' above *
13-15	10' stream **
16-17	20' river ***
18	40'river ***
19	60' river ***
20	20', chasm ****

* Stairs up to gallery will be at end of passage (75%) or at beginning (25%). In the former case if a stairway is indicated in or adjacent to the passage it will replace the end stairs 50% of the time and supplement 50% of the time.

** Streams bisect the passage. They will be bridged 75% of the time or be an obstacle 25% of the time.

*** Rivers bisect the passage. They will be bridged 50% of the time, have a boat 25% of the time (50% chance for either bank), or be an obstacle 25% of the time.

**** 150'-200' deep chasms bisect the passage. They will be bridged 50% of the time, have a jumping place 1d6+4 feet wide 25% of the time, or be an obstacle 25% of the time.

Table IV: Passageway Turns

D20 roll	Result
1-8	Left 90 degrees
9	Left 45 degrees ahead
10	Left 135 degrees
11-18	Right 90 degrees
19	Right 45 degrees ahead
20	Right 135 degrees



"This had better work!"

Table V: Chambers & Rooms * (Roll on All Applicable Subtables)

D20 Roll	Chamber Size	Room Size
1-2	Square, 20'x20'	Square, 10'x10'
3-4	Square, 20' x 20'	Square, 20' x 20'
5-6	Square, 30' x 30'	Square, 30' x 30'
7-8	Square, 40' x 40'	Square, 40' x 40'
9-10	Rectangular, 20' x 30'	Rectangular, 10' x 20'
11-13	Rectangular, 20' x 30'	Rectangular, 20' x 30'
14-15	Rectangular, 30' x 50'	Rectangular, 20' x 40'
16-17	Rectangular, 40' x 60'	Rectangular, 30' x 40'
18-20	Unusual shape and size - see both subtables below	

* You may wish to have "rough-hewn" and natural tunnels in lower levels, and where rooms and chambers are indicated substitute Caves & Caverns (see Table VI). Exits are as per Table VII.

D20 Roll	Unusual Shape
1-5	Circular*
6-8	Triangular
9-11	Trapezoidal
12-13	Odd-shaped**
14-15	Oval
16-17	Hexagonal
18-19	Octagonal
20	Cave

* Has a pool (25%), a well (10%), a shaft (15%) or is normal (50%). See Table XII: Pools if a pool is present.

** Draw what shape you desire or what will fit the map - it is a special shape if desired.

D20 Roll	Unusual Size
1-3	About 500 sq. ft
4-6	About 900 sq. ft
7-8	About 1,300 sq. ft
9-10	About 2,000 sq. ft
11-12	About 2,700 sq. ft
13-14	About 3,400 sq. ft
15-20	Roll again and add result to 9-10 above (if another 15-20 repeat the process, doubling 9-10 above, and so on).

Use the following chamber & room list to determine what purpose the various dungeon rooms and chambers serve.

Chamber & Room List	Chamber & Room List	Chamber & Room List
Antechamber	Dressing room	Robing room
Armory	Entry/vestibule	Salon
Audience	Gallery	Shrine
Aviary	Game room	Sitting room
Banquet	Guardroom	Smithy
Barracks	Hall	Solar
Bath	Hall, great	Stable
Bedroom/boudoir	Hallway	Storage
Bestiary	Harem/seraglio	Strongroom/vault
Cell	Kennel	Study
Chantry	Kitchen	Temple
Chapel	Laboratory	Throne room
Cistern	Library	Torture chamber
Classroom	Lounge	Training/exercise
Closet	Meditation	Trophy room/museum
Conjuring	Observatory	Waiting room
Corridor	Office	Water closet/toilet
Court	Pantry	Well
Crypt	Pen/prison	Workroom
Dining	Privy/secret room	Workshop
Divination	Reception	
Dormitory	Refectory	

Table VI: Caves & Caverns

D20 Roll	Result
1-5	Cave about 40' x 60'
6-7	Cave about 50 x 75'
8-9	Double cave: 20' x 30', 60' x 60'
10-11	Double cave: 35' x 50', 80' x 90'
12-14	Cavern about 95' x 125'
15-16	Cavern about 120' x 150'
17-18	Cavern about 150' X 2W*
19-20	Mammoth cavern about 250'-300' X 350'-4W**
* Roll to see if a pool is therein, see Table XII	
** Roll to see if a lake is therein, see Table XIII	

Table VII: Area Exits (Roll on All Applicable Subtables)

D20 Roll	Number of Exits *
1-3	1 exit (2 if over 600 sq. ft)
4-6	2 exits (3 if over 600 sq. ft)
7-9	3 exits (4 if over 600 sq. ft)
10-12	No exit** (1 if over 1,200 sq. ft)
13-15	No exit** (1 if over 1,600 sq. ft)
16-18	1d4 exits
19-20	1 exit
* Chamber exits are usually (75%) a door. If not, the chamber's exit is a passageway. Room exits are usually (75%) passageways. If not, the room's exit is a door.	
** Check once per 10' for secret doors	

D20 Roll	Exit Location *
1-7	Opposite wall
8-12	Left wall
13-17	Right wall
18-20	Same wall
* If a door or passage is indicated on a wall where the space immediately beyond the wall has already been mapped, then the exit is a secret door (25%), a one-way door (25%) or is in the opposite direction (50%).	

D20 Roll	Exit Direction
1-16	Straight ahead
17-18	45/135 degrees left*
19-20	45/135 degrees right*
* The exit will be appropriate to existing circumstances but use the angle before the slash in preference to the other.	

Table VIII: Stairs (Roll on Table I Upon Ascending/Descending)

D20 Roll	Result
1-5	Down 1 level *
6	Down 2 levels **
7	Down 3 levels ***
8	Up 1 level
9	Up to dead end (1 in 6 chance that the dead end has a chute trap, down 2 levels).
10	Down to dead end (1 in 6 chance that the dead end has a chute trap, down 1 level).
11	Chimney up 1 level, passage continues, check again in 30'.
12	Chimney up 2 levels, passage continues, check again in 30'.
13	Chimney down 2 levels, passage continues, check again in 30'.
14-16	Trap door down 1 level, passage continues, check again in 30'.
17	Trap door down 2 levels, passage continues, check again in 30'.
18-20	Up 1 level, then down 2 levels with a chamber at the end, check TABLE V.
* 1 in 20 has a door which closes egress for the day.	
** 2 in 20 has a door which closes egress for the day.	
*** 3 in 20 has a door which closes egress for the day.	

Table IX: Chamber or Room Contents

D20 roll	Result
1-12	Empty
13-14	Encounter, check Dungeon Encounter Tables (p. 231).
15-17	Encounter and treasure, check Dungeon Encounter Tables on page 231 and see Table X.
18	Special* or a stairway up 1 level (25%), up 2 levels (10%), down 1 levels (35%), down 2 levels (25%) or down 3 levels (5%) via 2 flights of stairs and a slanting passage-way.
19	Treasure, see Table X
20	Trick/trap, see Table XI
* Determine based on dungeon level or stairs, as desired.	

Table X: Treasure (Roll on All Applicable Subtables)

D20 Roll	Result
01-25	1,000 copper pieces per dungeon level.
26-50	1,000 silver pieces per dungeon level.
51-65	750 electrum pieces per dungeon level.
66-80	250 gold pieces per dungeon level.
81-90	100 platinum pieces per dungeon level.
91-94	1d4 gems per dungeon level (see page 100).
95-97	1 piece of jewelry per dungeon level (see page 102).
98-00	Magic item, roll once on Magical Item Table on page 102.
* If treasure found in an area with an encounter roll twice, adding 10% to each roll.	

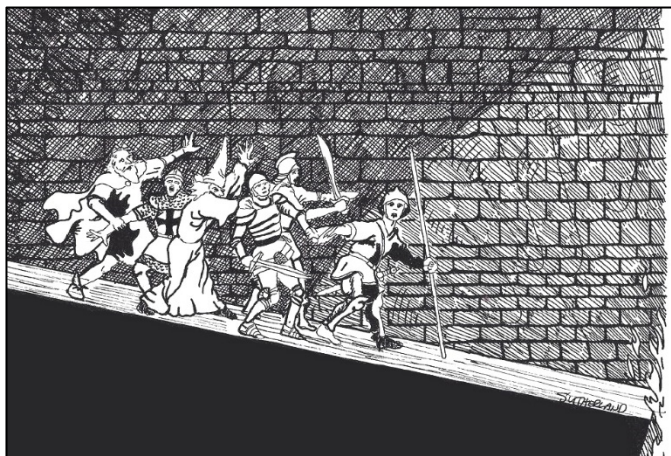
D20 Roll	Treasure Container
1-2	Bag
3-4	Sacks
5-6	Small coffer
7-8	Chests
9-10	Huge chests
11-12	Pottery jars
13-14	Metal urns
15-16	Stone containers
17-18	Iron trunks
19-20	Loose

d20 Roll	Treasure Protection
1-8	Trapped, see the Treasure Traps subtable below
9-12	Hidden, see the Treasure Concealment subtable below
13-20	None

D20 Roll	Treasure Traps
1-2	Contact poison on container.
3-4	Contact poison on treasure.
5-6	Poisoned needles in lock.
7	Poisoned needles in handles.
8	Spring darts firing from front of container.
9	Spring darts firing up from top of container.
10	Spring darts firing up from inside bottom of container.
11-12	Blade scything across inside.
13	Poisonous insects or reptiles living inside container.
14	Gas released by opening container.
15	Trapdoor opening in front of container.
16	Trapdoor opening 6' in front of container.
17	Stone block dropping in front of the container.
18	Spears released from walls when container opened.
19	Explosive Runes spell.
20	Symbol spell

D20 Roll	Treasure Concealment
1-3	Invisibility
4-5	Illusion
6	Secret compartment under container.
7-8	Secret compartment in container.
9	Inside another, ordinary item that is in plain view.

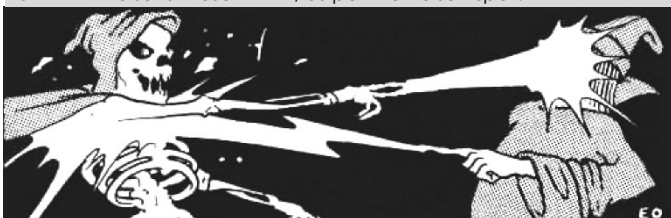
10	Disguised to appear as something else.
11	Under a heap of trash or dung.
12-13	Under a loose stone in the floor.
14-15	Behind a loose stone in the wall.
16-20	In a nearby secret room.

**Table XI: Trick/Trap**

D20 Roll	Result
1-5	Secret door
6-7	10'X10'X10' pit trap opens.
8	10'X10'X10' pit trap opens.
9	20'x20' elevator room descends 1 level and will not ascend for 6 hours.
10	20'x20' elevator room descends 2 levels and will not ascend for 6 hours.
11	20'x20' elevator room descends 1d4+1 level (once upon entering and once each time the exit door trap is not disarmed... until it descends as far as possible). It will not ascend for 10 hours.
12	Wall 10' behind trap slides across the passage, blocking retreat until it resets in 1d6+4 hours.
13	Flaming oil pours onto a random person.
14	10'X10'X10' pit trap opens. 1 round later the pit walls begins closing, crushing those within in 1d4+1 rounds.
15	Arrow trap, 1d3 arrows (1 in 20 is poisoned).
16	Spear trap, 1d3 spears (1 in 20 is poisoned).
17	Gas trap (30' radius cloud), see the Gas Trap subtable below.
18	Stone blocks rain down on those within 5' of the trap, dealing 2d20 points of damage to those failing a dexterity Saving Throw.
19	Illusionary wall conceals a pit trap (see 6-7, 8 and 14 above) or a chamber with an encounter & treasure (see Table IX result "15-17").
20	Greased chute trap deposits those within 5' of the trap 1 level deeper in the dungeon.

D20 Roll Gas trap

1-7	Obscures vision, as the Fog Cloud spell.
8-9	Blindness/Deafness, as the spell, for 1d6 x 10 minutes.
10-12	Cause Fear, as the spell.
13	Sleep, as the Deep Slumber spell, for 2d6 minutes.
14-18	Grants strength, as the Strength spell, for 1d10 hours
19	Causes sickness, as the Stinking Cloud spell, for 1d6 x 10 minutes.
20	Poisons those within, as per the Poison spell.

**Table XII: Pools**

D20 Roll	Result
1-8	No pool.
9-10	Pool, no encounter.
11-12	Pool and encounter, check Dungeon Encounter Tables on page 231.
13-18	Pool, encounter and treasure, check Dungeon Encounter Tables on page 231 and see Table X.
19-20	Magical pool, see the Magical Pool subtable below.

D20 Roll Magical Pool *

1-8	Turns gold to platinum (1-10) or lead (11-20).
9-15	Permanently adds 1d3 points to (1-10) or subtracts 1d3 points from (11-20) one ability score. Determine randomly on 1d6: (1) Strength, (2) Intelligence, (3) Wisdom, (4), Dexterity, (5) Constitution, (6) Charisma.
16-17	Talking pool which will grant 1 Wish to a character of its alignment. Others are Geased. The pool's alignment is determined randomly on a d20: (1-6) lawful good, (7-9) lawful evil, (10-12) chaotic good, (13-17) chaotic evil, (18-20) neutral
18-20	Transporter pool. Location is determined randomly on a d20: (1-7) back to the surface, (8-12) elsewhere on the level, (13-16) down 1 dungeon level, (17-20) 100 miles away to some location on the surface.

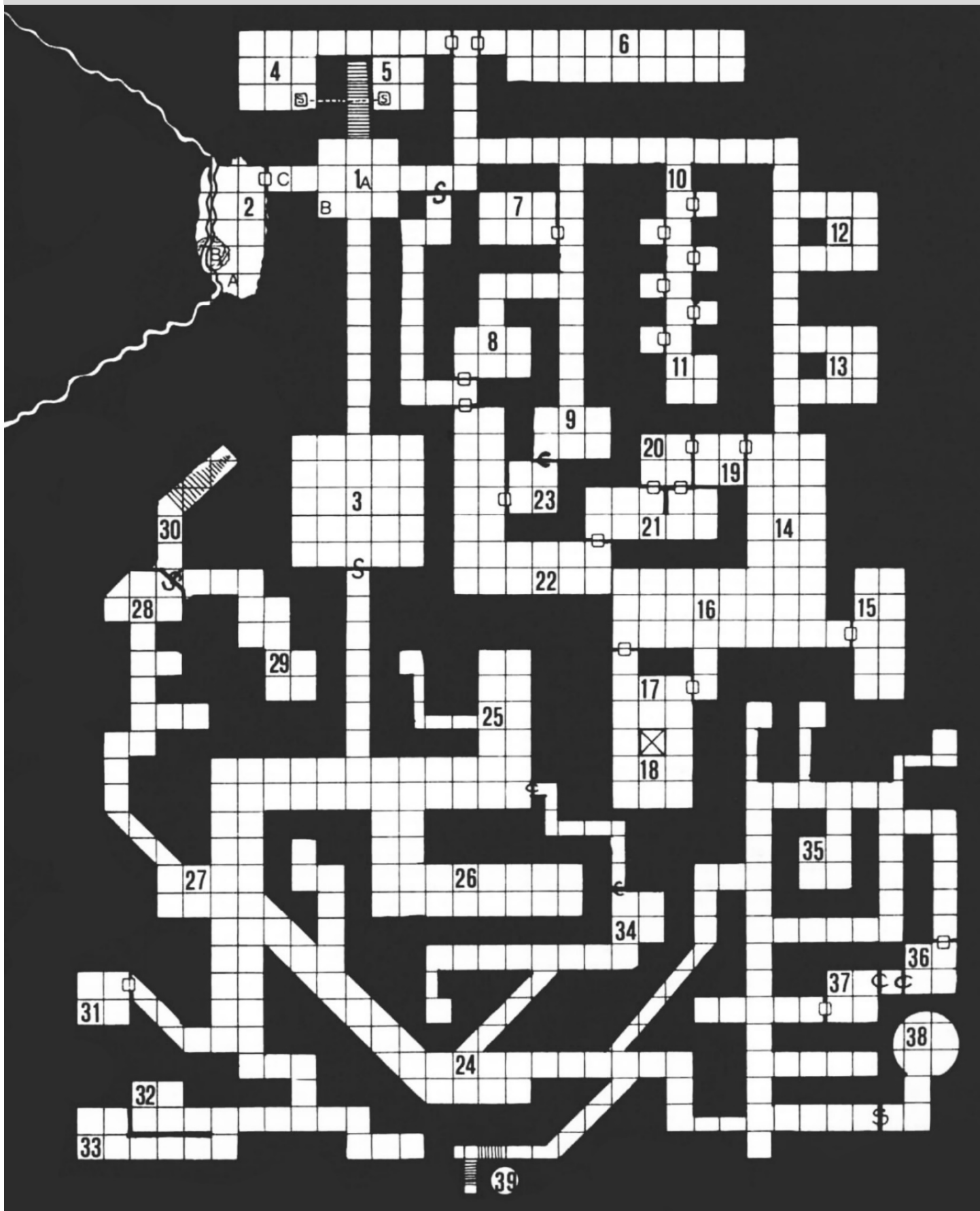
* May be used once per item or person. In order to find out what the pool's effect is characters must enter the magic pool.

**Table XIII: Lakes**

D20 Roll	Result
1-10	No lake.
11-15	Lake, no encounter.
16-18	Lake and encounter, check Dungeon Encounter Tables on page 231.
19-20	Enchanted lake*

* An enchanted lake leads any who manage to cross it to another dimension, special temple, etc. There is a 90% chance that the lake has a guardian, monstrous or otherwise.

APPENDIX D: SAMPLE DUNGEON: MONASTERY CELLARS AND SECRET CRYPTS



Level Key

One Square = 5 feet

Stairs Up = 	Trap Door = 
Stairs Down = 	Secret Trap Door = 
Door = 	Stream = 
Secret Door = 	Concealed Door = 

Wandering Monsters

Non-Crypt Areas (Generally Northern Portion of Map)

Die	Result
1	3-12 goblins (patrolling from area 7-8)
2	2-5 bandits (from area 4-5)
3	7-12 giant rats
4	1-2 fire beetles (from area 12-13)

Crypt Areas:

Die	Result
1	1-2 ghouls (from area 24)
2	1 3 rd level evil cleric & 2 hobgoblins (from area 35-37)
3	7-12 giant rats
4	2-5 skeletons (patrolling from area 27)

Dungeon Rooms

1. ENTRY CHAMBER: A damp and vaulted chamber 15' square and arched to a 15' high center roof. Arches begin at 8' and meet at a domed peak. Walls are cut stone block, floor is rough. Thick webs hide ceiling. See A & B below.



- A. LARGE SPIDER: AC 12; Move 30' or 75' Cl; HD: 1 + 1 (HP 6). There are also nine 1 HP young spiders hiding in the upper part of the webs. This monster lurks directly over a central litter of husks, skin, bones, and its own castings, awaiting new victims to drop upon. It will attempt to attack by surprise (DC 15 Perception check to spot it) unless the webs it is in are burned (which will do 3 HP damage to the spider and kill the young). There are 19 silver pieces in the litter on the ground, while a goblin skull there has a 50 gold piece garnet inside which will only be noticed if the skull is picked up and examined.
- B. ROTTING SACKS: There are 10 moldy sacks of flour and grain stacked here. The cloth is easily torn to reveal the contents. If all of them are opened and searched, there is a 25%

probability that the last will have YELLOW MOLD in it, and handling will automatically cause it to burst. All within 10' must save make a DC 12 Constitution Saving Throw versus poison or die in 10 minutes.

- C. Heavy oak door with bronze hardware is remarkable only in that if any character successfully listens at it (DC 13 Perception check), he or she will detect a moaning which will rise and then fade away. Unbeknownst to listeners, it is the strong breeze which goes through area 2. AS SOON AS THIS DOOR IS OPENED, A WIND GUST WILL EXTINGUISH TORCHES AND BE 50% LIKELY TO BLOW OUT LANTERNS AS WELL. The wind continues to make the corridor impossible for torches until the door is shut.
2. WATER ROOM: This natural cavern was roughly worked to enlarge it. Torches cannot be lit. When the monastery was functioning, the place was filled with casks and barrels and buckets, but now only 8 rotting barrels remain (location A.) and there are 3 buckets scattered about. Several of the barrels hold water - they were new and being soaked to make them tight.

- B. THE LIMED-OVER SKELETON OF THE ABBOT is in this pool of water, but it appears to be merely a somewhat unusual mineral formation. Clutched in the bony fingers is the special key which will allow the secret door at location 28. to open to the treasury room (29) rather than to the steps which lead down to the caverns (steps down at 30). If the remains are disturbed in any way, a cylindrical object will be noticed, the thing being dislodged from where it lay by the skeleton, and the current of the stream carrying it south (downstream) at 30' speed. To retrieve it a character must be in the stream and make a DC 14 Athletics skill check in order to catch it. It is a watertight ivory tube with a vellum map of the whole level inside. However, slow seepage has made all but a small portion blur and run into ruin. The map shows only areas 1, 2, the passage to 3, a smudge where 3 is and the passage to 24, about 20' south of the secret door leading from 3 to 24 - the latter being shown with miniature sarcophagi drawn in the 80' or so not water soaked and ruined.

STREAM: This is cold and fast flowing. It is from 2' to 3' wide and 3' to 5' deep. It enters on the north from a passage which it fills entirely, and it exits to the south in the same manner.

POOL: The pool is about 5' long and 8' wide. It is about 4' deep at its edge and 7' in the center. There are a score or so of small, white blind fish in it, and under the rocks are some cave crayfish, similarly blind and white.

3. EMPTY CEREMONIAL CHAMBER: This large place appears to be a dead end. It has roof supports similar to chamber 1, but the vaulted ceiling dome here is fully 25' high. When the monastery was functioning, the faithful were brought here after death, consecrated, and then carried to their final resting place by silent monks after the mourners left. A wooden platform, supposedly merely a dais for ceremony and religious rites, was placed against the south wall.

This platform being 9' off the ground enabled the use of the secret door in the south wall - this portal being 5' wide, 8' high, and 10' above the floor of the chamber. Amongst the 7 small protruding knobs of stone about 9½' above the floor, the 7th pushes in to trigger the door mechanism, and the portal will swing inward (swings east) with a grinding noise. The only clue which still remains are socket holes in the south wall. There are 2 at the 10' and 2 at the 15' line (that is, on either side of the center-most 5' south wall space). Each pair has 1 socket at about 4' height, 1 at about 8'. Each socket is ½' × ½' square and a little deeper. The first socket hole examined by the party will have several splinters of wood (from the platform, of course) which might prove to be another clue to thinking players (DC 13 Perception check).

4. (Etc.)

APPENDIX E: TRAPS

A trap can be either mechanical or magic in nature. Mechanical traps include pits, arrow traps, falling blocks, water-filled rooms, whirling blades, and anything else that depends on a mechanism to operate. Magic traps are further divided into spell traps and magic device traps. Magic device traps initiate spell effects when activated, just as wands, rods, rings, and other magic items do. Creating a magic device trap works just like the creation of a magical item while setting spell traps merely involves the casting of a spell in a particular area or on a specific item.

Natural hazards such as pockets of poisonous gas in caverns, patches of quicksand, and avalanches are, mechanically, similar to traps in that they may be detected and avoided by perceptive characters. Their effects are likewise similar. See page 33 for more information on natural and environmental hazards.

Types of Traps

Magical Traps

Many spells or magical devices can be used to create dangerous traps. Unless the spell or item description states otherwise, assume the following to be true:

- Magical traps such as Glyph of Warding are hard to detect and disable. A Perception check may be used to find a spell-trap and thwart it. Only characters with the Find Traps ability may add their Proficiency Bonus to such checks. The DC is equal to the spell's Saving Throw DC (10 + spell level + caster ability modifier).
- Magical traps permit a Saving Throw in order to avoid the effect, with the DC equal to the spell's Saving Throw DC (10 + spell level + caster ability modifier). Magic traps may be disarmed by a Disable Device skill check. The DC is equal to the spell's Saving Throw DC (10 + spell level + caster ability modifier).

Mechanical Traps

Dungeons are frequently equipped with deadly mechanical (non-magical) traps. A trap typically is defined by its location and triggering conditions, how hard it is to spot before it goes off, how much damage it deals, and whether or not the heroes receive a Saving Throw to mitigate its effects. Traps that attack with arrows, sweeping blades, and other types of weaponry make normal attack rolls, with a specific Attack Bonus dictated by the trap's design. As with magical traps, a Perception check may be used to find a mechanical trap and only characters with the Find Traps ability may add their Proficiency Bonus to such checks.

- Simple traps (those with DC of 12 or less) include snares, tripwires, or pit traps. The Find Traps ability must be possessed in order to detect well-hidden or complex mechanical traps with a Perception check, as such traps are virtually undetectable to those without expertise in the location and disabling of traps.
- Complex traps are denoted by their triggering mechanisms and involve pressure plates, mechanisms linked to doors, changes in weight, disturbances in the air, vibrations, and other sorts of unusual triggers. Complex traps have a DC of 13 or greater.

The DC of the Perception and/or Disable Device check for a given trap is equal to 10 + the Proficiency Bonus + the Dexterity modifier of the trap creator, but may be modified as the DM sees fit.

Natural Hazards

Natural hazards are, in essence, traps unwittingly set by the forces of nature. Like any other traps they may be detected by perceptive characters, particularly those whose background skills prepare them for such hazards. See page 33 for more information on natural and environmental hazards.

Thin ice over a frozen lake, quicksand, avalanches, and pockets of noxious gases in caverns are examples of natural hazards. Each may be detected by a successful Perception or Survival check; or by the successful use of a related skill check. A Profession: Miner skill check, for example, could be used to notice a pocket of poisonous gas in a cavern or that the ceiling of a mine shaft is about to cave in.

Elements of Traps

All traps - mechanical or magic - have the following elements: Trigger, reset, DC, and damage/effect. Some traps may also include optional elements, such as poison or a bypass. These characteristics are described below. If a player character wants to design and construct a magical trap, he must be able to create magic items, as detailed in the Magic Item Creation section of this book (page 81). In addition, he must be able to cast the spell or spells that the trap requires - or, failing that, he must be able to hire an NPC to cast the spells for him.

If designing a mechanical trap, simply select the elements you want the trap to have, using the sample traps below as a guideline for the cost of constructing the trap. Each +1 or -1 to the trap's Saving Throw DC or Attack Bonus increases or decreases its cost by 10%.

Trigger

A trap's trigger determines how it is sprung. Some traps need direct contact in order to be triggered while others are triggered by vibration or by magical sensors, such as those created through the casting or a permanent Alarm or Magic Mouth spell. Most traps activate as soon as triggered but some have delays built into them or are set to activate automatically after a set duration. Natural hazards, of course, have no true trigger.

Reset

A reset element is the set of conditions under which a trap becomes ready to trigger again. Some traps do not reset themselves and need to be rebuilt or repaired in order to be reused. Typically, traps must be manually reset in order to be used more than once, though some mechanisms are able to automatically reset themselves. Natural hazards, of course, cannot be reset.

Bypass (Optional)

If the builder of a trap wants to be able to move past the trap after it is created or placed, it's a good idea to build in a bypass mechanism - something that temporarily disarms the trap. Bypass elements are typically used only with mechanical traps; spell traps usually have built-in allowances for the caster to bypass them.

Sample bypasses for mechanical traps include locks and hidden switches. For magical traps, passwords, items, hand signs, or gestures often work as bypasses.

Special Features

Some traps have miscellaneous features that produce special effects such as drowning, for a water trap, or ability damage from poison. Saving Throws and damage depend on the poison or are set by the builder, as appropriate.

Alchemical Device

Mechanical traps may incorporate alchemical devices or other special substances or items, such as acid, naphtha, and the like.

Gas

With a gas trap, the danger is in the inhaled poison it delivers. Traps employing gas usually have a delayed trigger (see Elements of Traps above).

Liquid

Any trap that involves a danger of drowning is in this category. Traps employing liquid usually have a delayed trigger (see Elements of Traps above). Quicksand is a type of water trap.

Poison

Traps that employ poison are deadlier than their non-poisonous counterparts. Only injury, contact, and inhaled poisons are suitable for traps; ingested types are not. Some traps simply deal the poison's damage. Others deal damage with ranged or melee attacks as well.

Trap Attack Modes

Melee Attacks

These traps feature such obstacles as sharp blades that emerge from walls and stone blocks that fall from ceilings. Once again, the builder sets the Attack Bonus. These traps deal the same damage as the

melee weapons they “wield.” In the case of a falling stone block, you can assign any amount of bludgeoning damage you like but remember that whoever resets the trap has to lift that stone back into place. A melee attack trap can be constructed with a built-in bonus on damage rolls, just as if the trap itself had a high Strength score.

Pits

These are holes (covered or not) that characters can fall into and take damage. A pit needs no attack roll, but a successful Dexterity save avoids it. Other save-dependent mechanical traps also fall into this category.

Pits in dungeons come in three basic varieties: Uncovered, covered, and chasms. Pits and chasms can be defeated by judicious application of common sense, Athletics skill checks, or various magical means.

Uncovered pits serve mainly to discourage intruders from going a certain way, although they cause much grief to characters who stumble into them in the dark, and they can greatly complicate a melee taking place nearby.

Covered pits are much more dangerous. They can be detected with a Perception check, as other traps, but only if the character is taking the time to carefully examine the area before walking across it. A character who fails to detect a covered pit is still entitled to a Dexterity save to avoid falling into it. However, if he was running or moving recklessly at the time, he gets no Saving Throw and falls automatically.

Trap coverings can be as simple as piled refuse (i.e. straw, leaves, sticks, and garbage), a large rug, or an actual trapdoor concealed to appear as a normal part of the floor. Such a trapdoor usually swings open when enough weight (usually about 50 to 80 pounds) is placed upon it. Devious trap builders sometimes design trapdoors so that they spring back shut after they open. The trapdoor might lock once it is back in place, leaving the stranded character well and truly trapped. Opening such a trapdoor is just as difficult as opening a regular door (assuming the trapped character can reach it), and an Athletics skill check is needed to keep a spring-loaded door open.

Falling into a pit deals 1d6 points of damage per 10 feet of depth. Pit traps often have something nastier than just a hard floor at the bottom. A trap designer may put spikes, monsters, or a pool of acid, lava, or even water at the bottom. Spikes at the bottom of a pit deal an additional 1d6 points of piercing damage. If the pit has multiple spikes, a falling victim is attacked by 1d4 of them. This damage is in addition to any damage from the fall itself.

Monsters sometimes live in pits. Any monster that can fit into the pit might have been placed there by the dungeon's designer or might simply have fallen in and not been able to climb back out.

A secondary trap, mechanical or magical, at the bottom of a pit can be particularly deadly. Activated by a falling victim, the secondary trap attacks the already injured character when he's least ready for it.

Ranged Attacks

These traps fling darts, arrows, spears, or the like at whoever activated the trap. The builder sets the Attack Bonus. A ranged attack trap can be configured to simulate the effect of a bow with a high Strength rating which provides the trap with a bonus on damage equal to the modifier for its Strength rating.

These traps deal whatever damage their ammunition normally would.

Saving Throws

These traps force the character to roll a Saving Throw in order to avoid or lessen their effects. Poisonous gas traps, poisoned items (doorknobs, locks, articles of clothing, and so on), spell-activation traps, and pit traps are examples of traps that may only be avoided or mitigated with a passed Saving Throw. The DC of the Saving Throw for any given trap is:

Magical Traps: The spell's Saving Throw DC (10 + spell level + caster ability modifier).

Mechanical Traps: 10 + the Proficiency Bonus + the Dexterity modifier of the trap creator.

Natural Hazards: See page 33. For dungeon hazards, a DC equal to 10 + the dungeon level can be used for the sake of simplicity.

Sample Traps

The costs listed for mechanical traps include material and labor; those for magic traps are raw material costs. Caster level and class for the spells used to produce the trap effects are provided in the entries for magic device traps and spell traps. For all other spells used (in triggers, for example), the caster level is assumed to be the minimum required. See the Random Trap Generation section below for more sample trap ideas. The listed DC is used for Saving Throws (for traps without a listed Attack Bonus) and for Disable Device skill checks.

Basic Arrow Trap: Mechanical; proximity trigger; manual reset; +3 Attack Bonus, 1d6 piercing damage. DC 15. Cost: 900 gp.

Camouflaged Pit Trap: Mechanical; location trigger; manual reset; 10' fall, 1d6 bludgeoning damage; DC 13. Cost: 1,200 gp.

Ceiling Pendulum: Mechanical; location trigger; automatic reset; +8 Attack Bonus, 2d6 bludgeoning damage. DC 20. Cost: 9,000 gp.

Compacting Room: Mechanical; location trigger (delay: 1d4 rounds); automatic reset; hidden switch bypass; 12d6 bludgeoning damage; multiple targets (all targets in a 10' by 10' room); DC 18. Cost: 18,000 gp.

Crushing Ceiling: Mechanical; location trigger (delay: 1 round); repair reset; 12d6 bludgeoning damage; multiple targets (all targets in a 10' by 10' room); DC 18. Cost: 12,000 gp.

Doorknob Smeared with Contact Poison: Mechanical; touch trigger; manual reset; (poison); DC 15. Cost: Poison cost.

Falling Block Trap: Mechanical; proximity trigger; manual reset; +5 Attack Bonus, 2d6 bludgeoning damage; multiple targets (targets two adjacent 5' squares). DC 17. Cost: 2,400 gp.

Fusillade of Darts: Mechanical; location trigger; manual reset; +3 Attack Bonus, 1d4 darts, 1d4 piercing damage; multiple targets (targets 2 adjacent 5' squares). DC 15. Cost: 1,200 gp.

Glyph of Warding (Blast): Spell; spell trigger; no reset; 2d8 (variable) damage, multiple targets (all targets within 5'); DC 15. Cost: Cost to hire NPC spellcaster.

Large Net Trap: Mechanical; location trigger; manual reset; +5 to Athletic skill check; see PHB 48 for effects; multiple targets (all targets in a 10' square), DC 15. Cost: 2,000 gp.

Moving Executioner Statue: Mechanical; location trigger; automatic reset; hidden switch bypass; +10/+10 Attack Bonus, 2d6 slashing damage; multiple targets (both arms attack); DC 22. Cost: 24,000 gp.

Poison Needle Trap: Mechanical; touch trigger; manual reset; +5 Attack Bonus, 1 piercing damage + (poison); DC 17. Cost: 500 gp + poison cost.

Portcullis Trap: Mechanical; location trigger; manual reset; +3 Attack Bonus, 2d6 piercing damage; multiple targets (targets two adjacent 5' squares beneath the portcullis); DC 15. Note: Portcullis blocks passageway. Cost: 3,600 gp.

Razor-Wire Across Hallway: Mechanical; location trigger; no reset; DC 14 Dexterity Saving Throw. 1d6 slashing damage + Trip attack; multiple targets (targets two adjacent 5' squares); DC 14. Cost: 240 gp.

Rolling Rock Trap: Mechanical; location trigger; manual reset; +5 Attack Bonus, 2d6 bludgeoning damage; multiple targets (targets two adjacent 5' squares); DC 17. Cost: 3,600 gp.

Scything Blade Trap: Mechanical; location trigger; automatic reset; +6 Attack Bonus, 1d8 slashing damage; DC 18. Cost: 3,600 gp.

Spiked Pit Trap: Mechanical; location trigger; automatic reset; 20' fall, 2d6 bludgeoning damage + 1d6 piercing damage/spike; multiple targets (targets two adjacent 5' squares); Note: Each target falls on 1d4 spikes; DC 15. Cost: 4,800 gp.

Water-Filled Room Trap: Mechanical; location trigger (delay: 1d6 rounds); automatic reset; multiple targets (all targets in a 10' by 10' room); DC 19. Cost: 12,400 gp.

Whirling Poison Blades: Mechanical; location trigger; automatic reset; hidden lock bypass, +10 Attack, 1d8 slashing damage + (poison); multiple targets (targets three adjacent 5' squares); DC 22. Cost: 24,000 + poison cost.

Random Trap Generator

The random trap generator chart that follows is not an exhaustive list. In fact, a quick perusal of this chart should readily produce several variations on the themes presented herein. It should also be noted that some traps can be combined to great effect. For instance, a spiked pit trap might trigger a swinging log to "help" the players in. Use your imagination. There are various possible trap levels appropriate for different situations, as follows:

- Nuisance: A hidden trap door with a 10' drop.
- Hazardous: A hidden trap door with a 10' drop onto spikes.
- Dangerous: A hidden trap door with a 10' drop onto poisoned spikes (for extra nastiness, have the trap door lock shut after the victim falls in).
- Fatal: All of the above plus a 10 ton stone block the exact shape of the pit that drops down from the ceiling into the pit.

Note on Trap Placement

Generally, traps should be suited to the dungeon level on which they are situated and the potential treasure they guard. Thus, a trap on the

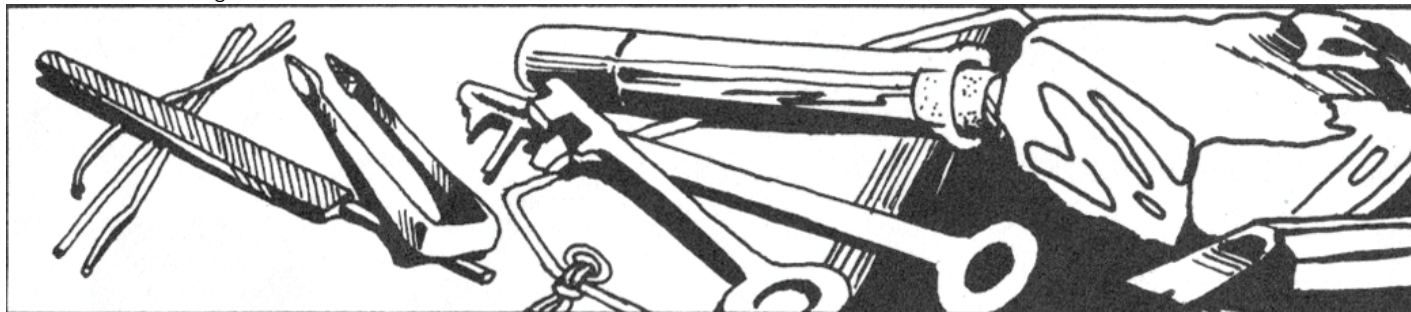
first dungeon level that leads to an area infested with ferocious but poverty-stricken monsters should be nuisance, while a trap on the sixteenth dungeon level that protects a pair of dragons' treasure hoard while the dragons are out hunting should be fatal.

Intelligent creatures that live near a trap will always have some means of avoiding or disarming it; whether this is an alternative route they habitually take or some mechanical or magical means of bypassing it. If they use the trap to protect their lair, treasure or young, they will maintain the trap to the best of their ability (perhaps cleaning away bloodstains or other evidence of its existence, for example). And if the player characters learn to bypass the trap, intelligent monsters may try to find a way of making it effective again - perhaps by moving it or adding additional features, according to their ability and resources.

When placing traps, think about their purpose in the game and the effect they will have on playing style. Traps are there to increase the risk of dungeoneering and to encourage skilled play; good dungeons have a judicious mixture of monsters, traps and roleplaying encounters.

Random Trap Generator

D% Roll	Result	D% Roll	Result
01-02	Acid spray	46	Gas, weakness
03-04	Arrow trap	47-48	Greased chute
05	Arrow trap (poisoned)	49-50	Jaw trap
06	Bridge, collapsing	51	Lightning bolt
07	Bridge, illusory	52-53	Log trap, swinging
09-10	Caltrops drop from ceiling	54-56	Obscuring fog
10	Caltrops (poisoned) drop from ceiling	57	Oil-filled pit with dropping lit torch
11	Ceiling block drops behind players	58-59	Pendulum, ball or blade
12	Ceiling blocks drop in front of and behind players	60-62	Pit trap triggered by false door
13	Ceiling block drops in front of players	63-64	Pit with dropping ceiling block
14-15	Ceiling block drops on players	65-66	Pit with locking trap door
16	Ceiling block seals players in room or area	67	Pit (flooding) with locking trap door
17	Ceiling lowers to floor in 1d6 rounds	68-71	Pit, 10'
18	Door, falling	72-74	Pit, 10', with spikes
19-20	Door, one way	75	Pit, 10', with spikes (poisoned)
21-23	Door, resists opening	76-78	Portcullis drops behind players
24	Door, specific	79-80	Portcullises drop in front of and behind players
25	Elevator room	81-82	Portcullis drops in front of players
26	Elevator room, deactivates for 24 hours	83-84	Rolling stone ball, height and width of corridor
27	Elevator room, one way	85-86	Scything blade, ankle-high
28-29	Flame jets	87-88	Scything blade, neck-high
30-31	Flooding room fills in 1d6 rounds	89	Sliding room changes facing or location
32	Floor, collapsing	90-91	Spear trap
33	Floor, illusory	92	Spear trap (poisoned)
34-35	Gas, acid cloud	93	Spiked log trap
36	Gas, blinding	94	Spring-loaded pile-driver disguised as a door
37	Gas, fear	95	Stairs fold flat into a sliding chute
38-39	Gas, flammable	96-97	Stairs collapse
40-41	Gas, poison	98	Teleporter
42-43	Gas, sickening	99	Trip wire
44	Gas, sleep	00	Wire, neck high
45	Gas, slowing		



APPENDIX F: TRICKS

As with traps, there are nearly endless numbers of tricks which can be devised and used in the campaign. Most experienced Dungeon Masters will probably already have a proud repertoire of clever and innovative (not to mention unique and astounding) artifices, deceptions, conundrums, and sundry tricks which will put to shame the humble offering which follows.

Nonetheless, this enumeration might serve for those who have not yet had the experience and seasoning necessary to invent more clever devices to bring consternation to overbold and incautious characters.

Features

Altar	Fire or fireplace	Machine	Room
Arch	Force field	Monster	Stairway
Ceiling	Fountain	Passage	Statue
Container (barrel, jar, vase, etc.)	Fresco, mosaic, or painting	Pedestal	Tapestry
Dome	Furnishings	Pillar or column	Vegetation
Door	Idol	Pit	Wall
Door, secret	Illusion	Pool	Well or pool

Attributes

Ages	Distorted height/depth	Invisible	Shoots
Animated	Enlarges/reduces	Move/rolls	Sliding
Antimagic	Enrages	One-way	Sloping
Appearing/disappearing	Electrical shock	Parasitic	Spinning
Asks	False	Releases coins	Symbiotic
Attacks	Flesh to stone	Releases counterfeit coins	Takes/steals
Changes alignment	Fruit	Releases gems/jewelry	Talks intelligently/normally
Changes ability score	Gaseous	Releases magic item	Talks nonsense
Changes class	Geases	Releases map	Talks in verse/rhyme
Changes sex	Gravity increases	Resists examination	Talks melodically /sings
Combination	Gravity decreases	Resists specific action	Talks in order to cast spell
Collapsing	Gravity is nullified	Rising/sinking	Talks in a booming voice/screams
Directs	Gravity varies	Shifting	Teleports
Disintegrates	Greed-producing	Suggests	Wish fulfillment
Distorted width/length	Intelligent	Suspends animation	Wish fulfillment, reversal

Sample Tricks

The following examples of tricks are offered as a guide only. Vary such tricks in order to avoid the possibility of player knowledge:

Altar: Touching this feature without uttering the name of the deity to which it is dedicated will alternately do the following: (1) Age the character 10 years, (2) animate his or her weapons for 4 rounds and cause them to attack their owner (cf. Sword of Dancing), or (3) cause cancellation (as the rod) to drain his or her most powerful magic item of all of its dweomer. If the deity's name is uttered when the altar is touched, then characters of neutral alignment will have a Wish granted if it is made within the hour; characters of other alignment will have a Geas laid upon them to go and slay a monster who is inimical to the deity, but upon successful completion of this duty they too will be granted a Wish.

Arch: This feature will exist when the party first enters the place, but thereafter it will appear and disappear on a random basis (1 in 20 chance for either). It will alternately do one of the following: (1) Change sex, (2) Enlarge/Reduce, or (3) Teleport the individual to an area where gems grow on plants. Those within the arch when it disappears are trapped until it reappears again, and exiting does not cause any of its functions to operate.

Container: This is a jar which is alternately a polymorphed black pudding which the touch of a character will dispel to its normal form, or an obsidian vase of the finest workmanship which is worth 5,000 gold pieces. If a Polymorph spell is cast upon the jar form, or a Dispel Magic is cast upon the vase form, then the vase will become a normal item of great worth. Otherwise, each time it is touched there are equal chances for either form to exist.

Door, Secret: This pivoting stone portal will always swing open to the left, giving egress to an area guarded by a basilisk. However, if a

Even if you are fairly conversant with the idea of tricks in the dungeon, check the lists anyway, for you might find one or two useful ideas there. The first list is features commonly found in a dungeon. Thereafter is a longer list of attributes. Select a feature or several, as desired. Assign one or more attributes to each feature, or combination thereof, in order to develop an interesting trick which will challenge the players and yet not be too difficult for the level of experience of their characters. When you come to an appropriate spot in your dungeon (or elsewhere for that matter), enliven the place with the addition of a few tricky attributes to an otherwise unremarkable or now ordinary feature.

second hidden stud is found (DC 20 Perception check), then it will pivot to the right and allow entry to a chamber containing a magical fountain.

Fountain: This feature is a beautiful work of onyx and jet black stone. A grinning gargoyle and a lovely nymph are depicted, the former with an open mouth, the latter with a pitcher. As soon as the party enters, the gargoyle will ask a riddle, and if it is not answered it will spray poison upon the group (DC 20 Constitution save or suffer 3d6 CON damage). If answered, the nymph will then recite a poem which is a clue to a special treasure.

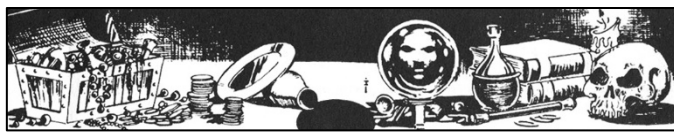
Monster: The shriekers found in the area have a heavy growth of yellow mold upon them and if they are struck, the spores will spread in their usual poisonous cloud. These creatures totally surround a pedestal.

Pedestal: This short, thick cylinder has six knobs in the shape of flowers. Atop the pedestal lies a strangely wrought crown, but it is untouchable due to a force field. Turning the knobs will (1) lower one attribute of the character by 1 point, (2) give a magical shock for 5d10 lightning damage, (3) turn the character to gaseous form, (4) deliver a scroll upon which is a clue as to how to lower the force field, (5) turn the character permanently invisible, and (6) open a trap door in the floor which drops all in the room down a chute to a level far beneath the place.

From these examples, you will note that nearly endless combinations are possible even without your own ideas for additions - and these will surely come. There can be monsters hidden by illusion, illusory monsters, symbiotic monsters, monsters in combined pairs or trios or whatever, parts of the dungeon which are distorted, invisible, shifting, slanting, spinning, and so on.

APPENDIX G: DUNGEON DRESSING

Use these tables for miscellaneous items and points of interest for corridors and unpopulated areas, or to round out otherwise drab places.



Air and Odors

D% Roll	Air Currents	D% Roll	Odors	D% Roll	Air Quality
01-05	Breeze, slight	01-03	Acrid	01-70	Clear
06-10	Breeze, slight, damp	04-05	Chlorine	71-75	Foggy
11-12	Breeze, gusting	06-39	Dank, moldy	76-80	Steamy
13-18	Cold current	40-49	Earthy	81-88	Floor-to-waist-height obscured in mist
19-20	Downdraft, slight	50-57	Manure	89-90	Hazy with dust
21-22	Downdraft, strong	58-61	Metallic	91-98	Hazy with smoke
23-69	Still	62-65	Ozone	99-00	Misted
70-75	Still, very chill	66-70	Putrid		
76-85	Still, warm (or hot)	71-75	Rotting vegetation		
86-87	Updraft, slight	76-77	Salty, wet		
88-89	Updraft, strong	78-82	Smoky		
90-93	Wind, strong	83-89	Stale, fetid		
94-95	Wind, strong, gusting	90-95	Sulphurous		
96-00	Wind, strong, moaning	96-00	Urine		

Note air and odor information in level keys. If random determination is used, be sure that some logic prevails in the overall scheme.

Clothing and Footwear

D% Roll		D% Roll		D% Roll		D% Roll	
01-02	Apron	23-24	Frock/pinafore	47-48	Kirtle	78-79	Shift
03-04	Belt	25-26	Gauntlets	49-50	Leggings	80-83	Slippers
05	Blouse	27-28	Girdle	51-54	Linens (drawers)	84-86	Smock
06-08	Boots	29	Gloves	55-58	Linen (undershirt)	87-89	Stockings
09	Buskins	30-31	Gown	59	Mantle	90	Surcoat
10-11	Cap	32-34	Hat	60	Pantaloon	91	Toga
12-13	Cape	35	Habit	61-62	Petticoat	92-94	Trousers
14-16	Cloak	36-39	Hood	63-66	Pouch/purse	95-96	Tunic
17-18	Coat	40-41	Hose	67-70	Robe	97	Veil
19	Coif	42-43	Jerkin	71-74	Sandals	98	Vest
20	Doublet	44	Jupon	75-76	Scarf	99	Wallet
21-22	Dress	45-46	Kerchief	77	Shawl	00	Wrapper

Select from this list for wardrobe items. Use random determination only to round out or find odd articles.

Container Contents

D% Roll		D% Roll		D% Roll		D% Roll	
01-03	Ash	27-28	Fibers	49-56	Liquid	84-85	Skin/hide
04-06	Bark	29-31	Gelatin	57-58	Lump(s)	86-87	Splinters
07-09	Bone	32-33	Globes	59-61	Oily	88-89	Stalks
10-14	Chunks	34-37	Grains	62-65	Paste	90-92	Strands
15-17	Cinders	38-40	Greasy	66-68	Pellets	93-95	Strips
18-22	Crystals	41-43	Husks	69-81	Powder	96-00	Viscous
23-26	Dust	44-48	Leaves	82-83	Semi-liquid		

Use these lists for direct selection. Random determination is useful only for adding items in odd situations.

Food, Condiments, and Seasonings

D% Roll		D% Roll	
01-15	Garlic	56-58	Pepper
16-50	Herbs*	59-85	Salt
51-55	Mustard	86-00	Vinegar

* A listing of herbs and associated vegetable matter is given on page 214, along with the purported uses for herbs with regard to healing, magic, poisons, etc.

Food and Drink

D% Roll		D% Roll		D% Roll		D% Roll	
01-02	Ale	25	Cookies	39-42	Mead	70	Pie
03	Apricots	26	Eggs	43-46	Meal (grain)	71	Plums
04-05	Apples	27	Fish*	47-56	Meat*	72-74	Porridge
06	Beans	28	Fish, shell*	57	Milk	75	Prunes
07-10	Beer	29-30	Fowl*	58	Muffins	76	Pudding
11	Berries	31	Grapes	59	Mushrooms	77	Raisins
12	Biscuits	32	Greens*	60-62	Nuts*	78-80	Soup
13	Brandy	33	Gruel	63-64	Onions	81-82	Stew
14-18	Bread	34	Honey	65	Pastries	83	Sweetmeats
19	Broth	35	Jam	66	Peaches	84-87	Tea
20	Butter	36	Jelly	67	Pears	88-89	Tubers/roots*
21	Cakes	37	Leeks	68	Peas	90-95	Water
22-24	Cheese*	38	Lentils	69	Pickles	96-00	Wine

Varieties of the items marked with an asterisk (*) have been omitted, for they are generally well-known and can be enumerated by the DM with little or no difficulty. Use the lists above for the stocking of kitchens, store rooms, etc. Random selection is suggested only to round out an already stocked area.

Furnishings and Appointments, General

D% Roll		D% Roll		D% Roll		D% Roll	
01	Altar	25	Chair, padded	50	Hogshead	79	Sideboard
02	Armchair	26	Chair, padded, arm	51	Idol (largish)	80	Sofa
03	Armoire	27	Chest, large	52	Keg	81	Staff, normal
04	Arras	28	Chest, medium	53	Loom	82	Stand
05	Bag	29	Chest of drawers	54	Mat	83	Statue
06	Barrel	30	Closet (wardrobe)	55	Mattress	84	Stool, high
07-08	Bed	31	Coal	56	Pail	85	Stool, normal
09	Bench	32-33	Couch	57	Painting	86	Table, large
10	Blanket	34	Crate	58-60	Pallet	87	Table, long
11	Box (large)	35	Cresset	61	Pedestal	88	Table, low
12	Brazier and charcoal	36	Cupboard	62-64	Pegs	89	Table, round
13	Bucket	37	Cushion	65	Pillow	90	Table, small
14	Buffet	38	Dais	66	Pipe (large cask)	91	Table, trestle
15	Bunks	39	Desk	67	Quilt	92	Tapestry
16	Butt (large barrel)	40-42	Fireplace and wood	68-70	Rug (small-medium)	93	Throne
17	Cabinet	43	Fireplace with mantle	71	Rushes	94	Trunk
18	Candelabrum	44	Firkin	72	Sack	95	Tub
19	Carpet (largish)	45	Fountain	73	Sconce, wall	96	Tun
20	Cask	46	Fresco	74	Screen	97	Urn
21	Chandelier	47	Grindstone	75	Sheet	98	Wall basin and font
22	Charcoal	48	Hamper	76-77	Shelf	99	Wood billets
23-24	Chair	49	Hassock	78	Shrine	00	Workbench

Use this list to select furnishings. Random use is suggested only for rounding out the furnishings of an area.

Furnishings and Appointments, Magic-Users or Alchemists

D% Roll		D% Roll		D% Roll		D% Roll	
01-03	Alembic	33	Crystal ball	55	Mortar and pestle	76	Spatula
04-05	Balance and weights	34	Decanter	56	Pan	77	Spoon, measuring
06-09	Beaker	35	Desk	57-58	Parchment	78	Stand
10	Bellows	36	Dish	59	Pentacle	79	Stool
11	Bladder	37-38	Flask	60	Pentagram	80	Stuffed animal
12-13	Bottle	39	Funnel	61	Phial	81	Tank (container)
14-16	Book	40	Furnace	62	Pipette	82	Tongs
17	Bowl	41-44	Herbs	63	Pot	83	Tripod
18	Box	45	Horn	64	Prism	84	Tube (container)
19-22	Brazier	46	Hourglass	65	Quill	85-86	Tube (piping)
24-25	Cauldron	47-48	Jar	66-68	Retort	87	Tweezers
26	Candle	49	Jug	69	Rod, mixing/stirring	88-90	Vial
27	Candlestick	50	Kettle	70-71	Scroll	91	Waterclock
28	Carafe	51	Ladle	72	Scroll tubes	92	Wire
29-30	Chalk	52	Lamp	73	Sheet	93-00	Workbench
31	Crucible	53	Lens (concave, convex)	74	Skin		
32	Cruet	54	Magic circle	75	Skull		

Furnishings and Appointments, Religious

D% Roll		D% Roll		D% Roll		D% Roll	
01-05	Altar	25	Drum	56-58	Offertory container	77	Side chair(s)
06-08	Bell(s)	26-27	Font	59	Paintings/frescoes	78-79	Stand
09-11	Brazier(s)	28-29	Gong	60-61	Pews	80-82	Statue(s)
12	Candelabra	30-35	Holy/unholy symbol(s)	62	Pipes (musical)	83	Throne
13-14	Candles	36-37	Holy/unholy writing	63	Prayer rug	84-85	Thurible
15	Candlesticks	38-43	Idol(s)	64	Pulpit	86-88	Tripod
16	Cassocks	44-48	Incense burner(s)	65	Rail	89-90	Vestry
17	Chime(s)	49	Kneeling bench	66-67	Robes	91-97	Vestments
18-19	Cloth (altar)	50-53	Lamps(s)	68-69	Sanctuary	98-99	Votive light
20-23	Columns/pillars	54	Lectern	70-71	Screen	00	Whistle
24	Curtain/tapestry	55	Mosaics	72-76	Shrine		

Select from the above list. Use random determination only to round out or fill in.

Furnishings and Appointments, Temple Trappings

D% Roll		D% Roll		D% Roll		D% Roll	
01-05	Altar	23-25	Flame pit	53-54	Mosaics	80	Sacrifice
06-07	Bells	26-27	Font/immersion chamber	55-56	Offertory	83	Scroll
08-09	Brazier	28-29	Gong	57-61	Paintings	84-86	Shrine
10-11	Candlesticks	30-35	Holy/unholy tomes	62-63	Pedal organ	87	Stained glass
12-14	Chimes	36-40	Holy/unholy inscriptions	64	Pews	88-91	Statue
15-16	Choir area	46	Holy/unholy relics	65-68	Prayer wheels		Treasure
17	Cassocks	47-48	Idol/icon	69	Pulpit	96	Throne
18-20	Cloth, altar	49-53	Incense burners	70-74	Reliquary	97-98	Vestry
21-22	Crypt	51-52	Lectern/dais	75-79	Robes	99-00	Vestments

The DM should choose from the list to stock the temple, using random selection only to fill in details or in spur-of-the-moment situations. Note that some of the items above will not be applicable to certain religions (e.g., no flame pit for living sacrifice in a lawful good temple).

Furnishings and Appointments, Torture Chamber

D% Roll		D% Roll		D% Roll		D% Roll	
01-02	Bastinadoes	29-31	Cressets	49-50	Pillory	79-80	Table
03	Bell (huge)	32	Fetters	51-54	Pincers	81	Thongs
04-06	Bench	33-35	Fire pits	55-56	Pliers	82-85	Thumb screws
07-10	Boots (iron)	36	Grill	57-58	Pot (huge)	86-88	Torches
11-15	Branding irons	37-38	Hooks	59-66	Rack	89-90	"U" rack
16-20	Brazier	39-43	Iron maiden	67-68	Ropes	91	Vice
21-22	Cage	44	Knives	69	Stocks	92-93	Well
23-26	Chains	45	Manacles	70-71	Stool	94-96	Wheel
27	Chair with straps	46	Oubliette (pits)	72-75	Strappado	97-00	Whips
28	Clamps	47-48	Oil (barrel of)	76-78	Straw		

Use this list to select from. Random selection by dice roll is useful only to fill in.

General Descriptors

D% Roll		D% Roll		D% Roll		D% Roll	
01	Arrow, broken	34-40	Dripping	62-64	Leaves (dry) and twigs	84	Stones, small
02-04	Ashes	41	Dried blood	65-68	Mold (common)	85	Straw
05-06	Bones	42-44	Dung	69	Pick handle	86	Sword blade, broken
07	Bottle, broken	45-49	Dust	70	Pole, broken (5'8")	87	Teeth/fangs, scattered
08	Chain, corroded	50	Flask, cracked	71	Pottery shards	88	Torch stub
09	Club, splintered	51	Food scraps	72-73	Rags	89	Wall scratchings
10-19	Cobwebs	52	Fungi, common	74	Rope, rotten	90-91	Water, small puddle
20	Coin, copper (bent)	53-55	Guano	75-76	Rubble and dirt	92-93	Water, large puddle
21-22	Cracks, ceiling	56	Hair/fur bits	77	Sack, torn	94-95	Water, trickle
23-24	Cracks, floor	57	Hammer head, cracked	78	Slimy coating, ceiling	96	Wax drippings
25-26	Cracks, wall	58	Helmet, badly dented	79	Slimy coating, floor	97	Wax blob (candle stub)
27	Dagger hilt	59	Iron bar, bent, rusted	80	Slimy coating, wall	98-00	Wood pieces, rotting
28-29	Dampness, ceiling	60	Javelin head, blunt	81	Spike, rusted		
30-33	Dampness, wall	61	Leather boot	82-83	Sticks		

Distribute these items randomly, by choice, or by dice roll. An interval of 60' or more between each placement is suggested.

Jewelry and Items Typically Bejeweled

D% Roll		D% Roll		D% Roll		D% Roll	
01-02	Anklet	27	Choker	41-45	Earring	76-78	Pendant
03-06	Armband	28-30	Clasp	46-47	Fob	79-83	Pin
07-09	Belt	31-32	Coffer	48-52	Goblet	84	Orb
10-12	Box (small)	33	Collar	53-54	Headband (fillet)	85-93	Ring
13-16	Bracelet	34-35	Comb	55-57	Idol	94	Scepter
17-19	Broach	36	Coronet	58-59	Locket	95-96	Seal
20-21	Buckle	37	Crown	60-62	Medal	97-99	Statuette
22-25	Chain	38-39	Decanter	63-68	Medallion	00	Tiara
26	Chalice	40	Diadem	69-75	Necklace		

Select from this list for wardrobe items. Use random determination only to round out or find odd articles.

Personal Items and Utensils

D% Roll		D% Roll		D% Roll		D% Roll	
01	Awl	27	Dish	51	Oil, fuel	74	Spoon
02	Bandages	28	Earspoon	52	Oil, scented	75	Stopper
03	Basin	29	Ewer	53	Pan	76	Statuette/figurine
04-05	Basket	30	Flagon	54	Parchment	77	Strainer
06	Beater	31	Flask	55	Pitcher	78	Tankard
07	Book	32	Food	56	Pipe, musical	79	Thongs
08-09	Bottle	33	Fork	57	Pipe, smoking	80	Thread
10	Bowl	34	Grater	58	Plate	81-84	Tinderbox (flint and steel)
11	Box (small)	35	Grinder	59	Platter	85-86	Towel
12-13	Brush	36	Hourglass	60	Pot	87	Tray
14	Candle	37	Jack (container)	61	Pouch	88	Trivet
15	Candle snuffer	38	Jar	62	Puff	89	Tureen
16	Candlestick	39	Jug	63	Quill	90-91	Twine
17	Cane (walking stick)	40	Kettle	64	Razor	92	Unguent
18	Case	41	Knife	65	Rope	93	Vase
19	Casket (small)	42	Knucklebones	66	Salve	94	Vial
20	Chopper	43	Ladle	67	Saucer	95	Wallet
21	Coffer	44-45	Lamp/lantern	68	Scraper	96	Washcloth
22	Cologne	46	Masher	69	Scroll	97	Whetstone
23	Comb	47	Mirror	70	Shaker	98	Wig
24	Cup	48	Mug	71	Sifter	99	Wool
25	Decanter	49	Needle(s)	72	Soap	00	Yarn
26	Dipper	50	Oil, cooking	73	Spigot		

Use this list to select miscellaneous items in an area. Random use is suggested only to fill in after selection.

Sounds and Weird Noises

D% Roll		D% Roll		D% Roll		D% Roll	
01-05	Bang, slam	27-29	Footsteps behind	54-55	Laughter	83	Sobbing
06	Bellow(ing)	30-31	Footsteps receding	56-57	Moaning	84	Splashing
07	Bong	32-33	Footsteps off to the side	58-60	Murmuring	85	Splintering
08	Buzzing	34-35	Giggling (faint)	61	Music	86-87	Squeaking
09-10	Chanting	36	Gong	62	Rattling	88	Squealing
11	Chiming	37-39	Grating	63	Ringling	89-90	Tapping
12	Chirping	40-41	Groaning	64	Roar(ing)	91-92	Thud
13	Clanking	42	Grunting	65-68	Rustling	93-94	Thumping
14	Clashing	43-44	Hissing	69-72	Scratching/scrabbling	95	Tinkling
15	Clicking	45	Hooting	73-74	Scream(ing)	96	Twanging
16	Coughing	46	Horn/trumpet sounding	75-77	Scuttling	97	Whining
17-18	Creaking	47	Howling	78	Shuffling	98	Whispering
19	Drumming	48	Humming	79-80	Slithering	99-00	Whistling
20-23	Footsteps ahead	49	Jingling	81	Snapping		
24-26	Footsteps approaching	50-53	Knocking	82	Sneezing		

Select noises as desired. Locate in 20'-40' areas for detection. Have at least 120' intervals between each.

Spices, Herbs, and Medicinal Vegetables

There are hundreds of different vegetable flavorings and seasonings which were or are reputed to have medicinal and/or magic properties. It is not within the scope of this work to detail all of these herbs and spices, particularly as regards their description, habitat, and the many uses claimed for most. An alphabetical listing with one or two comments on each is presented. The dedicated herbalist will have to pursue his or her research in scholarly texts.



Plant and/or special part	Uses and/or powers
Abscess root (sweet root)	Respiratory disorders
Acacia (Gum Arabic)	Tissue repair
Aconite (monkshood, wolfsbane)	Sedative, wards off werewolves
Acorn	Tissue hardening
Adder's tongue	Emetic, emollient
Adroe	Anti-vomiting, sedative
Agar-agar (jelly)	Anti-inflammation, nutrient
Agaric	Astringent, purgative
Agrimony (cocklebur, stickwort)	Muscle toner
Alder	Anti-inflammation, tonic
Alkanet root	Antiseptic, emollient, wormer
All-heal (wound-wort)	Antiseptic, anti-spasmodic
Almond milk or powder	Nutrient, emollient
Aloe (bitter aloe)	Bites, burns, laxative, tonic, repels insects
Amaranth (red cockscomb, love-lies-bleeding)	Astringent, anti-hemorrhaging
Ammoniacum (Persian Gum)	Stimulant, respiratory aid
Angelica	Lung, liver, spleen, vision, hearing
Anise	Antacid, digestion, coughing
Arbutus (mayflower)	Astringent, bladder infection
Areca nut (betel nut)	Astringent, tape wormer
Arenaria rubra (sandwort)	Diuretic, urinary diseases
Arrach (goosefoot)	Sedative (nervous tension, hysteria)
Artichoke juice	Jaundice curative
Asafetida (devil's dung, food of the gods)	Aphrodisiac, brain and nervous stimulant, tonic, many others
Asarabacca (hazelwort, wild nard)	Emetic, purgative
Ash (bark and leaves of)	Laxative, anti-inflammation, fever
Asparagus juice or root	Sedative, heart problems, anti-oxalic acid
Avens (calewort, herb bennet)	Astringent, anti-hemorrhaging, Anti-weakness, tonic, more
Bael	Anti-inflammation, ulcers

Plant and/or special part	Uses and/or powers
Balm (sweet balm) leaves	Calms nerves, fevers
Balm of gilead	Nutrient, general organ stimulant
Balmomy (bitter herd, snake head)	Tissue builder and strengthener, liver ailments, wormer
Barley	Nutrient (recuperative)
Basil	Nervous disorders, digestion
Bay leaf (bay laurel)	Anti-gas, astringent, digestion, diuretic
Beet	Organic cleanser
Belladonna (deadly nightshade, dwale, black cherry root)	Diuretic, sedative, pain reliever, anti-opiate, circulation, stimulant, poison/lycanthropy cure
Benne (sesam, sesame)	Respiratory disorders, eye infections
Benzoin (gum benzoin)	Expectorant, stimulant, anti-septic, wounds and sores
Berberis	Fevers
Beth root (lamb's quarters)	Astringent, coughs, tonic, anti-hemorrhaging, more
Bilberry (huckleberry, hurtleberry, whortleberry)	Anti-thirst, dropsy, typhoid, more
Birch (white birch)	Anti-inflammation, astringent, fever, intestines and stomach, venereal diseases, skin conditions,
Birthwort	Circulatory stimulant
Bistort (adderwort)	Astringent
Bittersweet (felonwort, scarlet berry, woody nightshade)	Abscesses, lymph infections, swelling and inflammation
Blackberry (dewberry)	Astringent, tonic, dysentery
Black currant	Antiseptic, blood purifier, diuretic
Black willow (pussy willow) bark	Astringent, antiseptic
Blueberry	Anti-thirst, dropsy, typhoid, more
Blue flag (flag lily, poison flag, water flag, water lily)	Diuretic, cathartic, blood purifier (against poison), wound healing, venereal disease, much more
Blue mallow (common mallow)	Coughs, cold
Boneset (thoughtwort)	Fevers, tonic, skin diseases
Borage	Coughs, lung infections
Box leaves	Tonic, blood purifier
Bryony	Paralysis, bruises
Bugle	Hemorrhaging, gastrointestinal disorders
Burdock	Laxative, tuberculosis, more
Butterbur	Fevers, urinary complaints
Cabbage juice	Ulcer and stomach treatment
Calotopis (mudar bark)	Skin leprosy, elephantiasis, more
Camphor (gum camphor)	Bruises, sprains, chills, fever, cardiac stimulant
Caraway	Antacid, aids digestion
Cardamom seeds	Anti-gas, stimulant
Carrot juice and seeds	Health tonic
Castor oil	Purgative, cathartic
Catnip	Colds, fevers, anti-spasmodic, hysteria
Cayenne	Stimulant
Celery	Liver functions, tonic, stimulant
Chamomile	Nervous conditions, ear & toothaches
Chaulmoogra oil	Fevers, sedative, skin eruptions
Cherry gum	Respiratory infections
Chervil	Diuretic, kidney stones, gout
Chives	Colds, general diseases/evil eye
Cinnamon	Disinfectant, nausea, preservative
Cleavers (goosegrass)	Fevers, circulation, blood purifier, wounds, liver disease
Clover	Tonic
Cloves	Anesthetic, circulation, germicide, disinfectant

Plant and/or special part	Uses and/or powers
Comfrey root (healing herb)	Bone fractures, colds, respiratory ailments, wounds, gangrene, more
Coriander	Tonic
Couchgrass	Bladder and urinary infections
Cucumber	Inflammation
Cumin seed	Stimulant
Dandelion	Diuretic, purgative, tonic
Digitalis (dead men's bells, fairy bells, fairy cap, foxglove, etc.)	Heart stimulant, tonic, kidney treatment (poison)
Dill	Nausea
Ergot (rye smut)	Hemorrhaging, venereal diseases
Eyebright	Astringent, eye infections
Fennel	Digestion, weight control, muscle tone, reflexes, vision, much more
Fenugreek	Stimulant
Fig	Demulcent
Figwort (scrofula plant, throatwort)	Abscesses, wounds, pain killer
Fireweed	Astringent, anti-spasmodic
Fluellin	Astringent, tissue strengthener
Garden burnet (burnet)	Relieves diarrhea, bleeding, insect bites, burns
Garlic	Kills parasites, coughs, colds, blood purifier, detoxifier, wards off vampires
Gelsemium (wild woodbine)	Sedative, nerve tonic, fevers, more
Gentian (bitter root, felwort)	Tonic, fevers, anti-venom
Geranium (sweet geranium)	Alkalizer
Ginger	Stimulant, colds, cramps
Ginseng	Glandular stimulant, vision, dizziness, headaches, weakness
Goat's rue	Diuretic, wormer (vermifuge)
Grape juice	Blood fortifier
Hartstongue	Cough, liver, spleen, bladder
Hawthorn	Heart, arteries
Hedge mustard	Throat, lungs
Hellebore	Heart tonic (rootlets are poison)
Honeysuckle	Liver, spleen, respiratory disorders
Horehound, white	Coughs, pulmonary diseases, anti-venom
Horehound, black	Stimulant, wormer, hemorrhaging
Horseradish	Tonic, antiseptic, wormer
Hyssop	Respiratory ailments, jaundice, blood purifier, tonic, cuts and wounds, more
Ipecac	Dysentery, mouth infections, more
Irish moss	Coughs, scalds, burns
Jambul seeds	Blood purifier, diabetes
Jewel weed (balsam weed, pale touch-me-not)	Diuretic, kidneys, skin growths, fungus, infections, liver
Juniper berry	Aphrodisiac, stimulant, disinfectant, venereal disease, more
Juruberia	Anemia
Kelp (seawrack)	Thyroid, heart, arteries, much more
Larkspur (knight's spur)	External parasites
Leek	Colds, general diseases/evil eye
Lily of the valley	Heart tonic
Lotus	Health tonic, diarrhea relief, mild sedative
Lucerne (alfalfa)	Strength
Lycopodium (common club moss, fox tail, lamb's tail)	Wounds, lungs, kidneys, more
Mace	Stimulant
Marigold	Fevers, varicosities, eyes, heart
Marjoram	Melancholia, dizziness, brain disorders, toothaches
Masterwort	Stimulates organs, anti-spasmodic, more

Plant and/or special part	Uses and/or powers
Mistletoe	Convulsions, hysteria, narcotic, tonic, typhoid fever, heart
Muira-puama	Aphrodisiac
Mustard	Emetic, counter irritant, colds, fevers
Nutmeg	Nausea, vomiting, diarrhea
Nux vomica (poison nut)	Stimulant, debility tonic
Onion	Poultice, colds (as chives)
Oregano	Germicide, pain killer
Paprika	Stimulant, poultice
Parsley	Blood purifier
Peach seed	Fevers, blood tonic
Pepper, black	Sprains, neuritis
Peppermint	Indigestion, digestive aid, soothes skin and stomach/bowels, cold and flu relief, headaches
Pitcher plant	Small pox preventative and cure, stomach, liver, kidney
Plantain (ripple grass, waybread)	Minor wounds, stings, rashes
Pomegranate	Nerve sedative, wormer
Poppy	Pain relief, sedation
Pumpkin seed	Virility, organ tonic
Quince	Eye disease, dysentery, skin disorders
Radish	Blood purifier, liver
Raspberry	Fevers, tonic
Rhubarb	Astringent, cathartic
Rose	Colds, fevers
Rosemary	Germicide, muscle tonic, drives off evil spirits
Saffron	Scarlet fever, measles, respiratory, infections
Sage	Tonic, wounds
Sarsaparilla (china root, spikenard)	System balance, blood purifier, venereal disease, many more
Scopolis	Nerve and muscle sedative, pain killer, coughs
Skullcap (madweed)	Nervous disorders, rabies
Senna	Purgative
Spearmint	Indigestion, digestive aid, soothes skin and stomach/bowels
Strawberry	Vision, swelling and inflammation
Summer savory	Blood purifier, palsy
Tamarind	Infection, gangrene
Tansy	Tonic, narcotic, wormer, digestion, fevers, insect repellent, joint pain
Tarragon	Digestive aid, mild sedative
Tea	Poison antidote
Thyme	Antiseptic, blood purifier
Turmeric	Flu and cold relief, antiseptic, insect repellent, anti-inflammatory
Turnip	Mouth disease, throat
Watercress	Blood tonic
White bryony (mandragora)	Cathartic, respiratory diseases, heart, kidneys

It is suggested that you use the above list as a guide to which herbs, spices, or vegetable you will require for various magical effects desired from potions, scroll inks, and other magic items. You may add to or delete from the list as you desire. Reputed folk uses are not detailed with respect to magic in most cases, as this decision is the purview of the DM.



Describing Magical Substances

Some Dungeon Masters have difficulty describing the contents of potion bottles, magical elixirs, and like liquid substances. The lists below give the appearances of liquids, colors, tastes, and smells. These various descriptive words will serve the DM in good stead when preparing level keys or when “winging it.”

Appearance and Consistency

Bubbling	Smoky
Cloudy	Syrupy
Effervescent	Vaporous
Fuming	Viscous
Oily	Watery



Transparent or Opaque

Clear (transparent)	Opaque
Cloudy (semi-transparent)	Phosphorescent (either)
Flecked (transparent)	Rainbowed (transparent)
Layered (semi-transparent)	Ribboned (semi-transparent)
Luminous (either)	Translucent (semi-transparent)
Opaline (opaque)	Variegated (determine colors)

Taste or Odor

Acidic	Metallic
Bilious	Milky
Bitter	Musty
Burning/biting	Oniony
Buttery	Peppery
Cloying	Perfumy
Dusty	Salty
Earthy	Savory
Fiery	Soothing
Fishy	Sour
Greasy	Spicy
Herbal	Sweet
Honeyed	Tart
Lemony	Vinegary
Meaty	Watery

Color Categories

Metallic

Brassy	Gold
Bronze	Silvery
Coppery	Steely

Reds

Carmine	Pink
Cerise	Rose
Cherry	Ruby
Cinnabar	Russet
Coral	Rust
Crimson	Sanguine
Madder	Scarlet
Maroon	Vermillion
Peach	

Yellows

Amber	Flaxen
Buff	Lemon
Citrine	Ochre
Cream	Saffron
Fallow	

Oranges

Apricot	Pumpkin
Flame	Salmon
Golden	Tawny

Greens

Aquamarine	Pine
Emerald	Olive
Grass	Teal
Mint	

Blues

Azure	Sapphire
Cerulean	Turquoise
Indigo	Ultramarine

Violet

Eggplant	Magenta
Fuchsia	Mauve
Heliotrope	Plum
Lake	Puce
Lavender	Purple
Lilac	

Browns

Chocolate	Mahogany
Ecu	Tan
Fawn	Terra cotta

Greys

Dove	Neutral
Dun	Smoke

Whites

Bone	Ivory
Chalky	Pearl
Eggshell	Snow

Blacks

Ebony	Sable
Inky	Sooty
Pitch	

APPENDIX H: THE FIRST DUNGEON

Assume that you have assembled a group of players. Each has created a character, determined his or her race and profession, and spent some time carefully equipping these neophyte adventurers with everything that the limited funds available could purchase. Your participants are now eagerly awaiting instructions from you as to how to find the place they are to seek their fortunes in. You inform them that there is a rumor in the village that something strange and terrible lurks in the abandoned monastery not far from the place. In fact, one of the braver villagers will serve as guide if they wish to explore the ruins! (This seemingly innocent guide might be nothing more than he seems, or possibly an agent of some good or evil power, or a thief in disguise, or just about anything else. In this case, however, let it be a thief, for reasons you will discover soon.) The party readily agrees, and so the adventure begins.

You inform them that after about a two mile trek along a seldom-used road, they come to the edge of a fen. A narrow causeway leads out to a low mound upon which stand the walls and buildings of the deserted monastery. One of the players inquires if the mound appears to be travelled, and, comparing the party member's Passive Perception scores (PHB 54) with the DC 13 Perception check needed to spot a path, you inform the party that only a very faint path is discernible - as if any traffic is light and infrequent. Somewhat reassured, another player asks if anything else is apparent. You ask the player to make a Perception check (she rolls a 14) and describe the general bleakness of the bog (a roll of 15 or more would have provided more details about the size and number of tracks made), with little to relieve the view save a few clumps of brush and tamarack sprouting here and there (probably on bits of higher ground) and a fairly dense cluster of the same type of growth approximately a half mile beyond the abandoned place. Thus, the party has only one place to go - along the causeway - if they wish to adventure. The leading member of the group (whether appointed or self-elected, it makes no difference) orders that the party should proceed along the raised pathway to the monastery, and the real adventure begins.

The so-called guide, the thief, is a 3rd level non-player character. You placed him in the village and gave the reason for his being there as a desire for a huge fire opal which the abbot of the place is said to have hidden when the monastery was under siege. The fellow died, according to legend, before revealing it to anyone, so somewhere within the ruins lies a fortune. But this particular thief lacks courage, so he has been living frugally in the village while seeking some means of obtaining the gem without undue risk to himself. Now, he has the party to serve as his means. If they invite him along, then he will go - with seeming reluctance (he rolled a 15 on his Deception skill check, in case any player attempted an Insight skill check to glean his motives), of course. If they do not, he will lurk near the entrance hoping to obtain any loot they will have gleaned from the adventure when they return, doing so either by stealth or by force if the party is sufficiently weakened from the perils they have faced.

Before you are three maps: a large-scale map which shows the village and the surrounding territory, including the fen and monastery, the secret entrance/exit from the place, and lairs of any monsters who happen to dwell in the area; at hand also is a small-scale (1 square to 5' might be in order) map of the ruined monastery which shows building interiors, insets for upper levels, and a numbered key for descriptions and encounters; lastly, you have the small scale map of the storage chambers and crypts beneath the upper works of the place (see Appendix D on pages 204-205), likewise keyed by numbers for descriptions and encounters. So, no matter what action the party decides upon, you have the wherewithal to handle the situation. When they come to the area shown on the second map, the one depicting the monastery complex, you set aside map one, and begin a more detailed narrative of what they "see", possibly referring to the number key from time to time as they explore the place.

Movement and Searching

Movement within buildings is actually the same as in an underground setting. Each square represents an area of 5' per side, and movement is very slow (half normal) as observation and map making and searching takes considerable time. Base Movement Rate translates to 6 squares per 5' of Movement Rate per minute. In like manner, examination and mapping of a room or chamber will require about

10 minutes. Thorough searching of contents and examination of walls, floor, and possibly the ceiling as well is also a lengthy process. How are doors and secret doors opened? What about locks and fastenings? It is vital that the DM know such details thoroughly, so that the mundane processes of dungeon adventuring can be carried out rapidly, clearly, and in a fashion which will be interesting and exciting.

You must make some arbitrary decisions regarding the time expended in activities which are not strictly movement. Travelling along a corridor and mapping its length takes 1 minute per 180', assuming a base Movement Rate of 60' per round (which is halved during exploration: 30' x 6 rounds per minute equals 180' per minute). How long does it take to move along but a short section of passage, open a door, enter the room beyond, and search it? Such variables as passage length, condition of the portal (locked, stuck, or normal), size of the room beyond, and thoroughness of the search make an absolute determination of time nearly impossible. There are many variations of player character activity - looking for signs of use of the corridor, listening for noise, looking for traps, inspection of walls for secret doors, etc. - all of which compound the need for an arbitrary handling of time. If a few fixed references are used, the task becomes a good deal easier, however. Therefore, the following suggestions are offered:

Disable Device:	1 minute
Mapping, Room:	1 minute/100 square feet
Searching:	1 action/object or 1 minute/5' square*

- * Perception skill checks made to search usually take an action to perform. Examining an object takes anywhere from 1 action to 1 minute, depending upon its size and complexity. Searching a 5' x 5' area takes at least 1 minute. This assumes that, in fact, the area has items which can be checked for traps, examined, contents searched, hidden compartments looked for, and so on (with Perception skill checks or through players describing their search techniques). If there are many containers and much furniture in the area, the time should be adjusted accordingly.

Doors

As a rule of thumb, dungeon doors are hard to open (DC 10 Athletic skill check) for player characters, while inhabitants of the dungeon find little difficulty in these regards. Regardless of how a door opens, it is usual that its weight and condition require that force be used to swiftly operate it. Very heavy doors might increase the Athletics check DC. Locked doors require Disable Device skill checks or brute force to bash them down. Most doors are about 5' wide, and this allows up to two characters to work at hacking it down. If wooden doors (usually metal bound) are broken down by axes and the like, it will take some time - a full minute is usual - and require at least 3 checks to see if nearby and/or wandering monsters are attracted by the noise. Doors can also be blasted away by Fireballs and other spells, for example. This will not be likely to draw monsters to the vicinity immediately. Any such destruction will, however, attract the attention of all passing creatures and possibly cause future problems. Intelligent dungeon inhabitants will certainly make efforts to repair damage if it is in their interest to do so. Finally, metal doors (usually locked) will be very difficult to open, requiring a Knock spell or similar means should the Disable Device check fail.

- **Concealed Doors:** These are doors which are hidden in some way - behind a curtain, covered with plaster, a trap door under a rug, etc. They differ from a secret door in that once their concealment is uncovered they are obviously doors.
- **Secret Doors:** These are portals which are made to appear to be a normal part of the surface they are in. They can possibly be sensed or detected by characters who are actively concentrating on such activity, or their possible location may be discovered by tapping (though the hollow place could be another passage or room beyond which has no portal in the hollow-sounding surface). Discovery does not mean that access to the door mechanism has been discovered, however. Checking requires a very thorough examination of the possible secret door area (taking 1 minute per 5' square).

Example of Gameplay

With these basic points in mind, let us return to the action of the first dungeon adventure. Assuming that the abandoned monastery is merely a burned-out shell, with nothing but rubble and ruin within, the players spend only a few minutes of real time "looking around" before they discover a refuse-strewn flight of steep and worn stone stairs leading downward.

"Ah-ha!", exclaims the leader of the group, "This must be the entrance to the dungeons. We'll find what we are looking for there." The other players voice agreement, and so the real adventure begins.

What is said by the Dungeon Master will be prefaced by the letters DM, while the party of player characters will be prefaced by either LC (for leader), or OC (for any of the other player characters speaking).

DM: "What are you going to do now?"

LC: "Light our torches and go down the steps!"

DM: "Fine, but I'll need the 'marching order' you will be in." (At this point the players either write down the names of characters with each in its respective rank or place their painted miniature figures in actual formation. A 5' wide corridor requires single file, a 10' wide passage means up to 2 may be abreast, and up to 4 abreast can move down a 20' wide passageway.) "Please note what formation you will take in a 5' wide passage, and what your marching order will be in a 20' wide area, also."

LC: (After a brief discussion with the other players:) "Here is the information on this sheet of note paper. We'll change it only if one of us is wounded, lost, or killed."

DM: "Why are the gnome and the halfling in the front rank, the magic-user in the middle, and the human fighter and cleric in the rear?"

LC: "That way all 5 of us can act when we encounter an enemy! The magic-user can cast spells over the heads of the short characters in front, and the pair in the back rank can do likewise, or fire missiles, or whatever is needed, including a quick move to the front!"

DM: (Nodding agreement) "You remember that the torches will spoil the Darkvision capabilities of the gnome, don't you?"

LC: "Certainly, but the humans must be able to see! We will go down the stairs now, with weapons drawn and ready."

DM: "You descend southward, possibly 15' laterally, and at the end of the stairway you see an open space."

LC: "Enter the area and look around."

DM: "You are in a chamber about 15' across to the south and 15' wide east and west. There are 5' wide passages to left and right and ahead, each in the center of the respective walls. The stairway you descended likewise enters the chamber in the center of the north wall.

LC: "What else do we see?"

DM: "The floor is damp and rough. There are arches supporting the ceiling, starting from a spot about 8' above the floor and meeting about 15' height in the central dome of the place - it is difficult to tell, because the whole ceiling area is covered with webs.... possibly old cobwebs. Oh yes. There are some moldering sacks in the southwest corner, and some rubbish jumbled in the center of the floor - which appears to be dirt, old leather, rotting cloth, and possibly sticks or bones or something similar."

LC: (A confused babble breaks out at this point, with players suggesting all sorts of different actions. The leader cautions them and tries for a careful, reasoned, methodical approach.) "The gnome and the halfling will hand their torches to the fighter (me) and the cleric. They will then look down the east and west passages, while I check the one straight ahead to the south. The

cleric will check the sacks, and the magic-user will examine the pile of refuse in the center of the chamber. Everyone agree?"

OC: "Sure!" says the player with the cleric character, "I'm moving over to the sacks now, sticking close to the left-hand wall."

DM: "What are the rest of you doing? As indicated? Tell me how you are doing it, please." (If miniature figures and a floor plan are being used, each player can simply move his or her figurine to show route of movement and final position. Otherwise, each player must describe actions just as the cleric character player did above.)

LC: "They are now in position, what is seen and what happens?"

DM: "Just as the three are about in position to look down the passages, and while the cleric is heading for the rotting bags, the magic-user cries out, and you see something black and nasty looking upon her shoulder!"

LC: "EVERYBODY, QUICK! SEE WHAT'S ATTACKED HER!" Then turning to the referee: "We rush over to help kill whatever has attacked her! What do we see?"

DM: "A large spider has surprised her. As she went to examine the refuse it dropped from its web. It landed on her back and bit her. Before you can take any action, she must make a Constitution Saving Throw, and then everyone must roll initiative and to find out the turn order in combat."

OC: (The magic-user) "A 16, did I make it?!" (This said as she rolls the die to make the required Saving Throw against the spider's poison.)

DM: "Yes. Easily, so you take only 1 hit point of poison damage. While you mark it down, I'll roll for the spider's initiative - a 13."

The party rolls initiative and both the magic-user (who rolled an 18) and cleric (who rolled a 15) get to act before the spider.

OC: (The magic-user) "I'll swat it off of me and onto the floor!"

DM: "Roll a d20, and we'll see if you hit."

The die score indicates that the magic-user would hit an opponent of the Armor Class of the large spider, so the DM states: "You hit the spider, and it is now scuttling along the floor where you tossed it!"

OC: (The cleric) "I squash the nasty thing with my mace!" and here the player, having already gained *savoir faire*, rolls a d20 to see if his strike is successful. A 19, and a beaming player shouts: "I got it!"

DM: "You're right, and you do . . . (with these words the player rolls a d6+1 to determine the amount of damage, dealing 6 Hit Points of bludgeoning damage). That's heavy - heavy enough to kill it, in fact. It is smashed to pieces. What now?"

LC: "Everybody will do what we set out to do in the first place. If nothing valuable or interesting is in the sacks, the cleric will then help the magic-user search the refuse and burn the webs overhead in case there are any more spiders hiding up there."

DM: "The sacks hold rotten grain, so the cleric will go and help the magic-user as ordered. They find the refuse consists of castings, some husks of small victims of the spider, hide, bones, a small humanoid skull, and 19 silver pieces. Do you now fire the webs overhead?"

LC: "Examine the skull first. What kind of humanoid was it? Can we tell?"

DM: "Possibly a goblin. When you are looking at it more closely, you see that there is a small gem inside - a garnet."

LC: That's more like it! Put it safely in your pouch, along with the silver pieces, good cleric, and light the spiderweb."

DM: "The strands burn quickly, flame running along each and lighting others touched. You see several young spiders crisped as the mass of webs near the top of the chamber catches fire."

LC: "That's that. What is seen down the three corridors leading out of the place?"

DM: "The east passage appears to turn north after about 15' or so, the south tunnel runs straight for 40' or so, and the west corridor ends in a door at about 10'."

LC: "Come on, fellow adventurers, let's head west and see what lurks beyond the door!" The other players concur, so marching order is reestablished, and the gnome and halfling lead the way.

DM: "Okay, you are marching west: 10' and the passage ends in a door to the west. It is a great, heavy thing, bound in corroded bronze. There is a huge ring in the center."

LC: "Magic-user, step forward and listen at the door. Gnome and halfling, see which way it opens, and get ready to do so."

DM: (Checking the players' passive Perception scores behind a screen so that the players are not alerted and act upon knowledge they haven't gained yet. The DM knows what will be heard but pretends otherwise.)

"There is a faint moaning sound - you can't really tell what it is - which rises and then fades away. The door pulls inwards towards you, the hinges on the left."

LC: "We all get ready, I'll nock an arrow, and the magic-user will ready her Magic Missile spell. As soon as we are set the cleric and the gnome will pull the door open, the cleric closest to the hinged side. Ready? GO!"

DM: "Each of you who are opening the door roll an Athletics skill check to see if you succeed.

(Eager hands roll the dice, and each succeeds in rolling a score high enough to indicate success.) Smiling, the DM continues:

"The door groans inward, and a blast of cold, damp air gusts into the passage where you are, blowing out both torches!" (Here, as about 5 minutes have elapsed, the DM rolls a d6 to see if a 'wandering monster' appears; the resulting 5 indicates none.)

LC: (Thinking quickly.) "Halfling and gnome, what do you see with your Darkvision!? Should we slam the door?"

DM: "It takes a few seconds for their eyes to adjust to the darkness, and then they tell you that they can detect no creatures. The space behind the door is only rough-hewn and irregular. It appears to be a natural cave of some sort which was worked to make it larger in places. It is about 15' across and goes 20' south. A small stream - about 5' wide at one place, but only 2' or 3' wide elsewhere - runs south along the far wall. There are 3 buckets and several barrels in the place, but nothing else."

LC: "Cleric, it is time to use your Light spell, for we'll never get torches lit in this wind. Cast it on your 10' pole." (There is a delay while the cleric complies.)

LC: "Check the ceiling and the floor. No more nasty surprises for us! If we note nothing unusual, we will check out the buckets and barrels quickly." (Aside to the others:) "This was probably the water supply room for the monastery, so I doubt if we'll find anything worthwhile here."

OC: "Where exactly is the wide spot in the stream? I think that I'll check out that pool." (The DM tells the player where it is, so he heads over to the place.) "Now, I'm looking into the water with the bright end of my staff actually thrust into the liquid, what happens?"

DM: "First, the others checking the containers find that they held nothing but water, or are totally empty, and that the wood is rotten to boot. You see a few white, eyeless fish and various stone formations in a pool of water about 4' to 6' deep and about 5' long. That's all. Do you wish to leave the place now?"

LC: "Yes, let's get out of here and go someplace where we can find something interesting."

OC: "Wait! If those fish are just blind cave types, ignore them, but what about the stone formations? Are any of them notable? If so, I think we should check them out."

DM: "Okay. The fish are fish, but there is one group of minerals in the deepest part of the pool which appears to resemble a skeleton, but it simply -"

OC: "If the pole will reach, I'll use the end to prod the formation and see if it is actually a skeleton covered with mineral deposits from the water! I know the Shakespearean bit about a 'sea change'!"

DM: "You manage to reach the place and prodding it breaks off a rib-like piece. You see bone beneath the minerals. As you prod, however, a piece of the formation is caught by the current - a cylindrical piece about a foot long - and it rolls downstream."

LC: "I grab it! Quick! Some of you get ready to pull me out if the water is over my head!"

DM: "You manage to get ahead of the piece, jump into water about 4' deep, and grab at it, but you must roll an Athletics skill check to see if you can manage to grasp the object before it is swept past you and goes downstream into the pipe-like tunnel which the stream flows out through." (The player rolls and scores high enough to grab it, so the DM continues:) "You are in luck this adventure! You have the object, and it seems to be an ivory or bone tube with a waterproof cap."

LC: "As soon as my fellows help me out of the stream, we'll examine it carefully, and if all appears okay, we'll dry it off thoroughly and open it very gently."

DM: "There is nothing difficult involved, so after drying it off on the gnome's cape, you break the seal and pull out the stopper. Inside is a roll of vellum."

LC: "Let's get out of here now, shut the door, get some torches going again, and then read whatever is on the scroll." (The others agree, and in a few moments, the actions have been taken care of.) "Now, carefully remove the scroll and see what is on it."

DM: "The tube must have allowed a bit of water to seep in slowly, for there are parts of the scroll that are smudged and obliterated, but you can see it is a map of the passages under the monastery. You recognize the stairs down and the water supply room. It looks as if the eastern portion is smeared beyond recognition, but you see that the south passage runs to a blurred area, and beyond that you see a large area with coffin-like shapes drawn along the perimeter. That's all you can determine."

LC: "We go back east 10', which takes us back to the entry chamber, and then we'll head south down the long corridor there. We will look carefully at the map we found to see if it shows any traps or monsters along our route."

DM: "You are at the mouth of the passageway south in the center of the south wall of the entry chamber. The map doesn't indicate any traps or monsters, so you go south down the passage - 5', 10', 15', 20', 25', 30', 35', 40'.

The passageway is unremarkable, being of stone blocks and natural stone, with an arched ceiling about 10' high. At 40' you come into the northern portion of a 25' × 25' chamber. It is bare and empty. There are no exits apparent. It seems to be a dead-end place." "What are you going to do?"

LC: "We'll look at our map again. Does this look as if it were the room with the coffin-shapes?"

DM: "Certainly not. The place seems to be about where the blotched area is, but there are no passageways out of it."

LC: "Let's tap along that south wall, especially in the center 5' to see if it sounds hollow. The cleric, gnome, and halfling will do the tapping, while the magic-user and I watch back the way we came."

DM: (Rolling Perception checks behind the screen several times, knowing that tapping alone won't show anything, as the secret door is 10' above the floor:) "The entire wall sounds VERY solid. You spend a full 5 minutes thoroughly checking, even to the far east and west, and all 3 are convinced it is not hollow beyond. However, the gnome, whom you placed in the middle, noted some strange holes in the wall. These were square places cut into the natural stone, each about half a foot per side and a bit deeper. There were 2 at the 10' and 2 at the 15' line, 1 above the other, the lower at about 3', and the higher at about 6'. He found some small splinters of wood in one."

OC: "Does the smudged area give us any clue as to what the holes could be for? Let's feel around inside them to see if there are levers or catches or something . . ."

LC: "Yes. Look at the map, and carefully check those holes with daggers first - we don't want to lose fingers or hands!" (When all that comes to naught:) "Can anyone think of why there would be wood splinters in the holes? That must be some sort of a clue!"

OC: "The only thing I can think of is that the holes are sockets for some sort of wooden construction -"

LC: "Sure! How about a ramp or stairs? How high is the ceiling in this place?"

DM: "Oh, it must be at least 25' or more."

LC: "Let's form a human pyramid and see if there's a secret door higher up on the wall - right here in the center where the passage seems to go on southwards. I'll form the base, and the rest of you help the gnome and the halfling up and hold them there (use the pole!), while they tap. What do they discover?"

DM: "Both the gnome and the halfling manage a few taps, and even that feeble work seems to indicate some sort of space beyond."

LC: "Let's change the plan a bit. The cleric and I will hoist the gnome up and hold his legs firmly while he checks around for some way to open the secret door. Meanwhile, the halfling and the magic-user will guard the entrance so that we won't be attacked by surprise by some monster while thus engaged."

DM: "You accomplish the shuffle, and let's see if anything comes..." (A d6 roll for wandering monsters again gives a negative result.) "The guards see nothing, and what is the gnome doing now?"

OC: (The gnome:) "I'll scan the stone first to see if there are marks or some operating device evident."

DM: "Some stone projections seem rather smooth, as if worn by use. That's all you are able to note."

OC: "Then I'll see if I can move any of the stone knobs and see if they operate a secret door! I'll push, pull, twist, turn, slide, or otherwise attempt to trigger the thing if possible."



APPENDIX I: RANDOM WILDERNESS TERRAIN



If a wilderness expedition moves into an area where no detailed map has been prepared in advance, the random terrain determination system below can be utilized with relative ease for a 1 hex = 1 mile, or larger, scale. In using it, however, common sense must prevail.

For example, if the expedition is in the north country the forest will be pine or possibly scrub, while in tropical regions it will be jungle. Similarly, if a pond is indicated in two successive spaces, the two should be treated as one larger body of water.

The Dungeon Master must also feel free to add to the random terrain as he sees fit in order to develop a reasonable configuration. In any event, the DM must draw in rivers, large lakes, seas, oceans, and islands as these features cannot easily be generated by a random method. Glens in forests, paths or tracks, and streams can be included as desired. Paths or tracks and streams must lead to or from unmapped spaces, of course.

As the party enters each space, generate a random number from 1 to 20. Find the type of terrain the party is currently on by reading across the following table then read down the column until you find the line

where the random number generated falls, and simply move left to determine the terrain that predominates in the new space.

If a pond is indicated, the terrain it is in is the same as that of the previous space. If a depression is indicated, the referee must decide as to its nature and extent. Generally, the terrain it is in must be the same as the previous space. A depression in a marsh is some form of lake.

Terrain Types

Plain:	Tundra, steppe, savanna, prairie, heath, moor, downs, meadow
Scrub:	Brush, veldt, bush, thickets, brackens
Forest:	Woods, jungle, groves and copses (light forest)
Rough:	Badlands
Desert:	Barrens, waste, flat, snowfield
Hills:	Ridges, bluffs, dunes
Mountains:	Mesas, glacier, tors
Marsh:	Fen, slough, swamp, bog, mire, quagmire, morass
Pond:	Pools, tarn, lake
Depression:	Gorge, rift, valley, canyon

	Plain	Scrub	Forest	Rough	Desert	Hills	Mountains	Marsh
Plains	1-11	1-3	1	1-2	1-3	1	1	1-2
Scrub	12	4-11	2-4	3-4	4-5	2-3	2	3-4
Forest*	13	12-13	5-14	5		4-5	3	5-6
Rough	14	14	15	6-8	6-8	6-7	4-5	7
Desert	15	15		9-10	9-14	8	6	
Hills*	16	16	16	11-15	15	9-14	7-10	8
Mountains**	17	17	17	16-17	16-17	15-16	11-18	
Marsh	18	18	18	18	18	17		9-15
Pond	19	19	19	19	19	18-19	19	16-19
Depression	20	20	20	20	20	20	20	20

* 1 in 10 are forested hills

** 1 in 20 mountain ranges have a pass that leads through the range

Settlements

Check each space for the possibility of inhabitation. Use d% to determine whether or not a space is inhabited and, if so, the type of habitation present. See page 172 for more information on settlements.

Settlement Table

D% Roll	Type of Settlement	Population
01-03	Single dwelling	1-8
04-05	Thorp or dorf	20-100
06-07	Hamlet	100-500
08-09	Village or wych	500-1,000
10	Town	1,000-7,500
11	City (see the City Subtable below)	See below
12-14	Castle (see the Castle Subtable below)	See below*
15-16	Ruins (see Ruins table below)	None
17-00	Uninhabited	None

City Subtable

D% Roll	Type of City	Population
01-50	Small city	7,500-15,000
51-94	Large city	15,000-50,000
95-00	Metropolis	50,001+

Castle Subtable*

D% Roll	Size of Castle	Type
01-10	Small	Small shell keep
11-25	Small	Tower
26-35	Small	Moat house or friary
36-45	Medium	Medium shell keep
46-65	Medium	Small walled castle with keep
66-80	Medium	Medium walled castle with keep
81-88	Large	Concentric castle
89-95	Large	Large walled castle with keep
96-00	Large	Fortress complex

* Check the Castle Inhabitants table below

Castles

Most wilderness castles and fortresses will already have been placed before play begins. Sometimes, most often when the party is mapping new territory, a previously unknown castle may be discovered. In this case, there is chance that any wilderness encounter will be with an unknown stronghold (see the Settlement Table above). When this occurs, determine the castle size, inhabitants, and master's class (if any) before rolling to see if the party is surprised.

Patrols

Prepare some standard patrols before play. Racial composition should be typical for the area. The patrol will be mounted unless special considerations apply (such as unsuitable terrain, or a nation that shuns mounts). Leaders will have superior mounts (typically warhorses).

A typical patrol will be commanded by a fighter (or possibly ranger) of 6th to 8th level. He will have a lieutenant of 4th to 5th level. A sergeant of 2nd to 3rd level. 3 to 4 1st level veterans, and 13 - 24 men-at-arms. Accompanying them will be either a cleric of 6th or 7th level (40% chance) or a magic-user of 5th to 8th level (60% chance).

Fighters of 1st level or higher will have plate mail, shield, lance, flail, and long sword. Men-at-arms will typically have chain or scale mail, shield, bow or light crossbow, and a hand weapon. Magical items are assigned by the DM (see NPC Parties on page 231).

Surprise

If the stronghold is inhabited by brigands or an NPC master, they may be surprised by a patrol from the stronghold. Roll opposed Perception checks as per page 63 to determine if either group is surprised. Otherwise the party will see the stronghold from ½ to 5 miles away and be able to pass the place or investigate it as they wish.

Castle Inhabitants

Small Castle

D% Roll	Inhabitants	D% Roll	Inhabitants
01-45	Totally deserted	61-70	Humans
46-60	Monster occupied	71-00	NPC master

Medium Castle

D% Roll	Inhabitants	D% Roll	Inhabitants
01-30	Totally deserted	51-65	Humans
31-50	Monster occupied	66-00	NPC master

Large Castle

D% Roll	Inhabitants	D% Roll	Inhabitants
01-15	Totally deserted	41-60	Humans
16-40	Monster occupied	61-00	NPC master

Totally Deserted: Indicates the construction is in disrepair and upon close inspection appears empty.

Monster Occupied: These castles appear as totally deserted ones, even upon close inspection. Entry in to the construction will discover monster inhabitants. Roll again on the appropriate Wilderness Encounter Table in Appendix L (page 236-238). If unsuitable, read the result from the "Rough" column. Ignore any rolls that indicate men

Humans: This indicates that the place is occupied by bandits, brigands, etc., as indicated by the following d% die roll. A die roll 01-25 indicates that bandits hold the castle. A result of 26-85 indicates that brigands occupy the stronghold. A die roll of 86-97 indicates that berserkers dwell in the castle. Finally, a roll of 98-00 means that dervishes hold the castle. See the Monstrous Manual for number appearing and other details for these results.

NPC Master: This result indicates the stronghold of an 9th-15th level (7 + 2d4) NPC with character class levels. See the table below to determine the class of this NPC:

D% Roll	Class
01-05	Assassin
06-08	Barbarian
09-13	Bard
14-28	Cleric
29	Druid
30-69	Fighter
70-79	Magic-User
80-84	Monk
85-89	Paladin
90-94	Ranger
95-99	Thief
00	Other or DM's choice

Determine the followers for NPC master as per the rules for Followers on pages 56-60 of this tome. Determine the siege equipment for the stronghold as per the guidelines given below.

To determine if the occupants of the stronghold are aware of the party of adventurers, roll a Perception check for the latter. If the check is failed the adventurers have not been detected and may opt to pass the place by or go and investigate it. If the check succeeds the fortress occupants know they are there.

The reactions of the castle or other type of stronghold to the adventurer party are discovered as normally done. Friendly or hostile reactions will be dictated by the alignment, culture and society of the inhabitants.

For instance, if you have the area as a typical medieval European fantasy one, a friendly reaction will result in the host party welcoming the adventurers, feigning them, and offering an escort to the borders of their territory when they choose to leave (but meanwhile entertaining them royally with hunts, drinking bouts, etc.) a neutral reaction would be refusal to allow them into the place without facing one or more of their fighters in some form of non-lethal combat (such as jousting), and taking armor and weapons from them if they lose; or it could as well be a demand for a toll to pass through, meanwhile keeping the castle gates shut tight. A hostile reaction could be feigning good fellowship, getting the adventurers drunk, and then stripping them and imprisoning them for ransom; or it could result in immediate attack. You must decide.

Castle Artillery and Garrison

The size of the castle and its garrison are given on the following table. If the castle is attacked, the garrison will man the walls, any cavalry dismounting for the purpose. The castle will be stocked with food, water, and supplies of arms and missiles. Heavy crossbows will be

available to the defenders. In addition, there will be artillery and sufficient crew to operate it (see below).

Castles are stocked with food, water and supplies on arms and ammunition. Each will have siege equipment and sufficient crew to operate each engine as follows:

Type	Garrison	Ballistae	Light Catapults	Oil Cauldrons
Small, moat house	10-80	2	0	1
Small, tower	10-60	1	0	1
Small, shell keep	20-120	0	1	2
Medium, shell keep	30-300	0	2	2
Medium, small castle	40-400	2	1	4
Medium, castle	60-600	2	2	5
Large, concentric castle	100-800	4	2	6
Large castle	200-2,000	4	4	8
Fortress complex	300+	varies	varies	varies

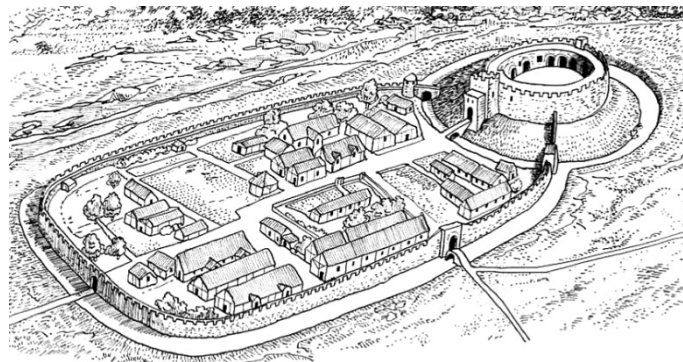
See pages 22-23 for more details regarding siege equipment.

Ruins

D% Roll	Type of Ruins
01-30	Village
31-60	City
61-85	Shrine
86-00	Tomb

wood, which tended to make it easy prey to fire. Nonetheless, castles of motte and bailey construction were built and inhabited throughout medieval Europe for several centuries.

The motte and bailey design began to change as early as the twelfth century by first replacing the wooden tower on the motte with a stone tower or building. Later the inner and outer bailey was changed over to stone as well. Subsequently, the baileys accrued battlements in the form of arrow slits, guard towers, and trap doors from which rocks or boiling oil could be rained down on invaders.



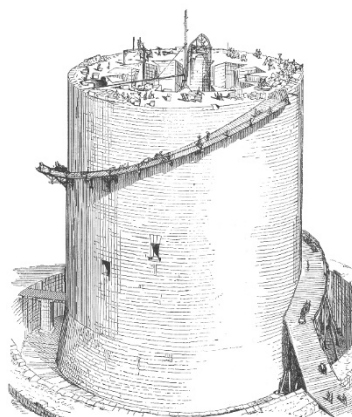
Shell Keep

The castle proper, the tower on the motte, was replaced by two basic types of keeps, sometimes referred to as donjons. The easiest and cheapest type of donjon was the shell keep, which was simply a stone wall following the line of the motte palisade, with housing and other buildings taking the place of the tower and using the stone palisade as their outer wall.

With such a construction an open courtyard in the center of the motte appeared. The main advantage to the shell keep was that it could be quickly added to or taken down, and that its weight was evenly distributed over the hill so that it could be constructed on artificial mounds of dirt with little chance of the walls crumbling under their own weight.

Tower

The other type of donjon that appeared from the motte and bailey design was the stone tower. These massive buildings of stone were so heavy that they had to be built on natural hills, since constructed mottes tended to shift and crack the walls of the stone tower. When a stone tower was built, and no suitable motte was available, the engineers sometimes built the tower on flat ground then buried half of the tower, creating, in essence, an artificial motte. The walls of a stone tower averaged 15' thick and stood as high as 50'. Supported by large stone or heavy wood buttresses, the tower widened at the base to protect itself from the onslaught of a ram or pick.



An average stone tower would measure approximately 3,600 square feet, or an average of 60' on a side. At the lowest levels, there would be numerous windows and slits used (at first) for ventilation and light. Later, these became arrow slits and assumed a vital role in the keep's defenses. On the second and third floors of stone towers, the air slits enlarged to about two feet wide and four feet tall, but rarely were they left open (more often than not, they were heavily barred and shuttered).

Entrances to a stone tower were either through a broad door at the bottom level, or through a more personable entry on the second floor. The second-floor entrances, however, were accessible only by a narrow stairwell that wound clockwise to the doorway. In either case,

Castle Descriptions

Motte and Bailey Castle

The motte and bailey castle of the eleventh and twelfth centuries consisted of a large mound of earth or a natural hill (the motte) topped by a wooden keep or tower surrounded by a palisade and ditch. In many cases this was surrounded by a number of buildings (the bailey) used as accommodations for guests or extensions of the family (older son, brother, mother, etc.), servant quarters, guard towers or posts, troop barracks, stables, livestock pens, or storage buildings. The whole area was defended by another palisade and ditch. The palisade of the bailey often continued up the motte to connect with the palisade there. Entrance to the castle was through an outer drawbridge and a gatekeep, which normally consisted of two sturdy towers flanking the drawbridge with winches within controlling the lowering and raising of either a wooden or partial metal gate.

This basic defense system proved strong enough until the early fourteenth century. But the castle design had two major flaws, the first was in its series of barriers (the palisades and ditches), which could not support each other and allowed the attackers to concentrate their forces against each barrier one at a time. The second flaw, and one that would soon be remedied, was the construction of the castle from

many of the stone towers had a small gatekeep constructed to guard the entrances of both doors. Within the stone tower the design followed quite similar to the original wooden towers of earlier centuries, with a strong cross wall so that, should the entrance to the donjon be forced, the defenders could retire behind yet another line of defense. The cross wall, on the first and second floor, was well built and had only one door joining the tower together. As with its outer spiral staircase to the main door of the keep, all internal staircases wound clockwise giving the defenders room to swing their swords freely, while the attackers had a tough time using their swords and shields (assuming that they were right handed, of course).



The greatest weakness of the stone tower was its squared corners, which were easily broken by siege weapons and were quite difficult to defend (the defenders had to expose most of their bodies to shoot at invaders at the base of the wall). By the beginning of the thirteenth century this problem was slightly alleviated by rounding the corners of the building and constructing a cylindrical keep. However, just as the design started to take hold across Europe, other advances beyond the fortification of the keep itself, forever changed the view that the stone tower was the ultimate defense of a castle, and only a few rounded stone towers were built.

Concentric Castle

The greatest period in castle development occurred during the last days of the thirteenth century and the beginning of the fourteenth with the advancement of the concentric castle in Europe. The castles

origins followed the crusaders back to the distant lands of Syria and consisted of a number of circuit walls and towers, usually quadrangular in plan, surrounded by another lower wall with its own flanking towers.

The area between these two walls, usually only a few tens of feet apart, was divided by a number of short cross walls that segmented the tight inner courtyard; thus, if any force penetrated the first wall, they would be confined to a small specific area and immediately confronted with a like secondary defensive wall. The area in the confined space became known as the killing ground, since almost all of the initial troops into this small area were decimated by archers and falling stones from the second wall.

By the end of the fourteenth century castles were so strongly defended, that attacking them was nearly out of the question. The only option open then, was a long and drawn out siege where machines of war sat idle until famine and pestilence killed all within the massive stone walls. Thus, the castle slowly faded from the focal point of war and lost its well-known role as the defender of peasants and the gentry.



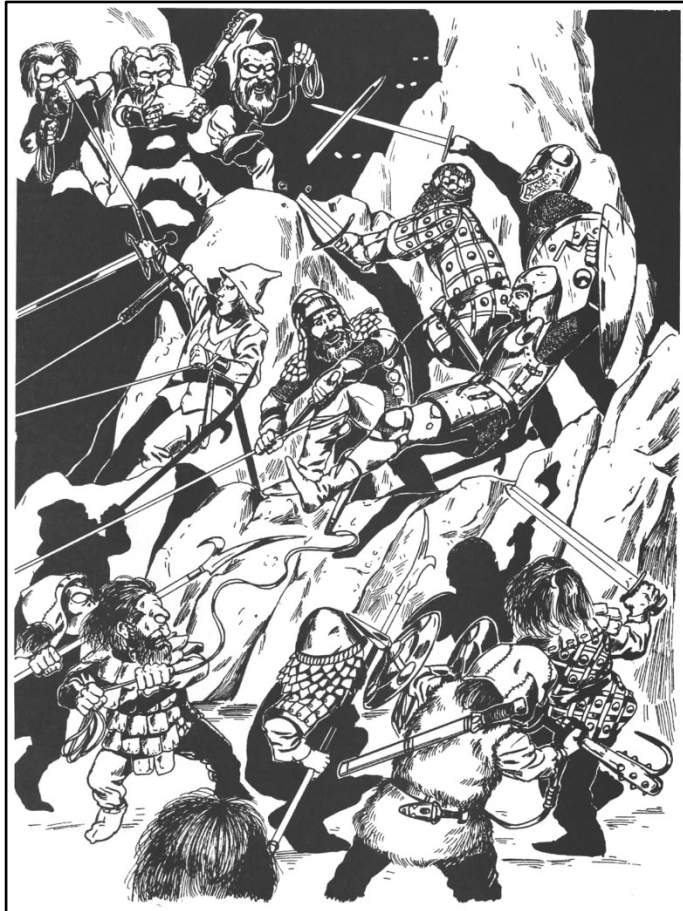
Technological Level

There are several distinct phases or technological achievements in building castles. You may stipulate from which technological level, as described below, exists within your campaign.

1. Early wooden construction
2. Advanced wooden construction
3. Early stone construction
4. Advanced stone construction
5. Early gatekeeps and hoardings
6. Advanced gatekeeps and hoardings
7. Grand gatekeeps
8. Full concentric castles



APPENDIX J: STARTING ABOVE FIRST LEVEL



There are times when you will want a player to create a new character who starts at higher than 1st level. This situation usually comes up in one of the following circumstances:

1. When the DM believes that 1st level characters are too weak or unskilled for the type of campaign he wants to run. The desired campaign may be high-action and high-danger, or based on a story where the characters are veteran adventurers, mercenaries, investigators, etc. 3rd level or higher is a recommended starting experience level.
2. When the new character is joining an older, established, high-level group of PCs due to the death of an older character. It is recommended that his starting experience level be anywhere from half the level of the least experienced existing character to two experience levels below the least-experienced existing character.
3. When the DM wants to run an AD&D game module written for high-level characters, or an adventure of his own creation for high level PCs, but none of the characters in his campaign is at that level. In this case, whatever is indicated on the cover of the module is the appropriate level to play. In cases such as these, it's perfectly appropriate to start off characters at higher than 1st level. But be warned: If the DM allows inexperienced players to do so, he must be careful that the game does not degenerate into a series of combat exercises with little real roleplaying and altogether too much rules-searching. If you and your players want to give high-level play a try, use the following system to generate high-level characters that can easily fit into your campaign. Review the whole procedure carefully before starting.

Step 1: Choose Race, Class, and Alignment

The player must first choose a race and profession for the character. The DM may disallow certain classes depending on the needs of the campaign, the adventure, or other limitations. The player should

choose his character's alignment at this time; which may be dictated by the choice of class.

Class	Prohibited Races	Required Alignment
Assassin	None	Any non-good
Barbarian	Elves, gnomes, halflings	Any non-lawful
Bard	None	Any neutral
Cleric	None	None
Druid	None	Any neutral
Fighter	None	None
Magic-User	Dwarves, halflings	None
Monk	Dwarves, elves, gnomes, halflings	Any lawful
Paladin	None	Lawful good
Ranger	None	Any neutral or good
Thief	None	None

Note that the table above does not include the optional races presented on pages 6-10 of this book. It also does not include the optional classes and class variants presented in Appendices A of both this book and the Player's Handbook. See those sections for details on racial and class restrictions if using one or more optional races and/or classes.

Step 2: Generate Ability Scores

The DM may require the player to roll up a character as with beginning characters, but this arbitrary method may result in conflicts with the class chosen. Instead, you might think about using one of these methods to generate ability scores:

First Method: Rolling and Assigning Scores

Pages 1 and 2 of this tome detail various methods of rolling ability scores. The default method for ability score generation is Method V.

Second Method: Point Allocation

The DM may also give the player a point total and allow the player to choose specific ability scores to fit the character being created, as per page 3 of the Player's Handbook.

Step 3: Racial Adjustments to Ability Scores

After determining the characters ability scores, apply any racial adjustments to them, as per pages 5 of this book and page 6 of the Player's Handbook.

Step 4: Determine Character Level

The DM decides the experience level at which the character starts. He should decide by gauging what character levels his adventures require; if he doesn't want all the characters to start at exactly the same level, he could vary the character range by a random 1d4 die roll.

Example: If the DM needs characters close to 12th level, he could tell each player to roll 1d4 and add 10 to it for his character's level; the characters would then be from levels 11 to 14.

If the campaign already has high-level PCs and new PCs are joining them, the characters should start no higher than two levels below the lowest-level existing PC. DMs should be sure that the introduction of new experienced PCs will not anger the players who've slowly and painfully built their characters up through the experience levels.

Step 5: Find Current Gold Total

Assign each new character gold equal to 1% of his experience points in gold pieces. This money is not used for purchasing items. It is the amount the character has left over when fully equipped, and we'll deal with equipping the characters below. DMs may adjust the percentage to fit your campaign, but the amount should be a function of the experience point total.

If characters are poor in this campaign (through taxes, thieves, etc.), the percentage may be as low as ½ of 1% of the experience point total.

Step 6: Find Hit Point Totals

Have each player, within your sight, roll his character's Hit Points or take the average number Hit Points for character levels 1-9. After finding the total Hit Points for these levels, modify them according to the Constitution bonus or penalty. Take this Constitution modifier, multiply it

by the level of the character, and apply that bonus or penalty to the Hit Point total (making sure that the character receives at least 1 Hit Point at each level of experience).

After 9th level all classes receive a set number of Hit Points per level and no longer roll for Hit Points. The character's Constitution modifier is no longer applied to their Hit Points after 9th level.

Step 7: Choose Mundane Equipment

A high-level character should be given any non-magical items he desires, within reason. A powerful character would have acquired a lot of property in the course of a long and fruitful career. The player should eventually make a complete list of all these items, but a partial list will suffice for the moment. Note that characters keep many common supplies in storage and don't carry them around on adventures.

The DM may forbid or limit large or unusual items (sailing vessels, strongholds, etc.), but remember that high-level characters often own such things.

If the DM decides, for any plot-related reason, that the character has any outstanding debts (either ones he owes or ones owed to him), he must inform the player.

Alternate Equipping Method

Alternatively, the DM may give each character an amount of cash (such as 20,000 gp total, or 1,000 gp per experience level) to spend on non-magical supplies. The DM may set the prices of supplies to suit the campaign, making some items common, therefore cheap, and other items rare and expensive.

Step 8: Choose Magical Equipment

Any character of 5th level or greater should possess several magical items. The exact number depends on your style of play and personal preferences. Here are two methods to find the number and type of magical items a new high-level character possesses. One or the other of these two methods should work in most campaigns.

When in doubt as to the amount of magic to give out, be stingy. If characters have too little magic, the DM can always add more during an adventure. It is far more difficult to take away items already in play.

Individual Equipment

All characters gain magic items with a total XP value equal to 5% of their total experience points (e.g. An 8th level character with 150,000 experience points would have 7,500 XP worth of magical items).

Give the players a list of available magical items. A player may choose any number and type of magical items that 10% of their total XP could "buy". The buying method allows for great freedom in developing a character.

Group Equipment

The party may select potions, scrolls, wands (or staves or rods), rings, miscellaneous items, armor and shield, and weapons with a combined XP value equal to 5% of the party's totaled experience points. These items are then distributed among the party members.

The assortment method gives all characters a fairly even starting point. On the average, a character has a number of magical items equal to half of his or her level of experience, half of which are permanent magical items.

Step 9: Calculate Bonuses

Use the standard means to determine the character's Proficiency Bonus, Common Ability Bonus, Attack Bonus, and Armor Class, as per the rules in the Player's Handbook.

Step 10: Note Racial Abilities and Class Features

The player should review all the racial abilities, class features, and skills gained from their chosen race, class, and background. A cleric's Turn Undead ability along with spells, a fighter's Weapon Specialization bonuses, a magic-user spells, and so on should be noted. Chosen or granted skill proficiencies should also be noted on the character sheet.

Review and note down pertinent details on all magical items owned and spells known. For arcane casters, the DM must decide which spells the character knows and record them in the character's spell book. Spells can be added for 50 gold pieces per spell level of the added spell (e.g. a 9th level spell would cost 450 gp).

Step 11: Reveal Campaign Details

The DM may choose to prepare a detailed background for each new character. The character may be on a special quest, or perhaps affected by a curse or other external force. The DM should also list current rumors, mysteries, or clues of which the player character is aware.

The DM should create any followers and retainers associated with the PC. If the character is a ruler, the DM should have a general idea of the location of the character's castle and the size, location, population, and resources of the domain. Using these basic domain rules provided on pages 167-168, you can quickly get an idea of the player's holdings and responsibilities.

Step 12: Note Background and Personality

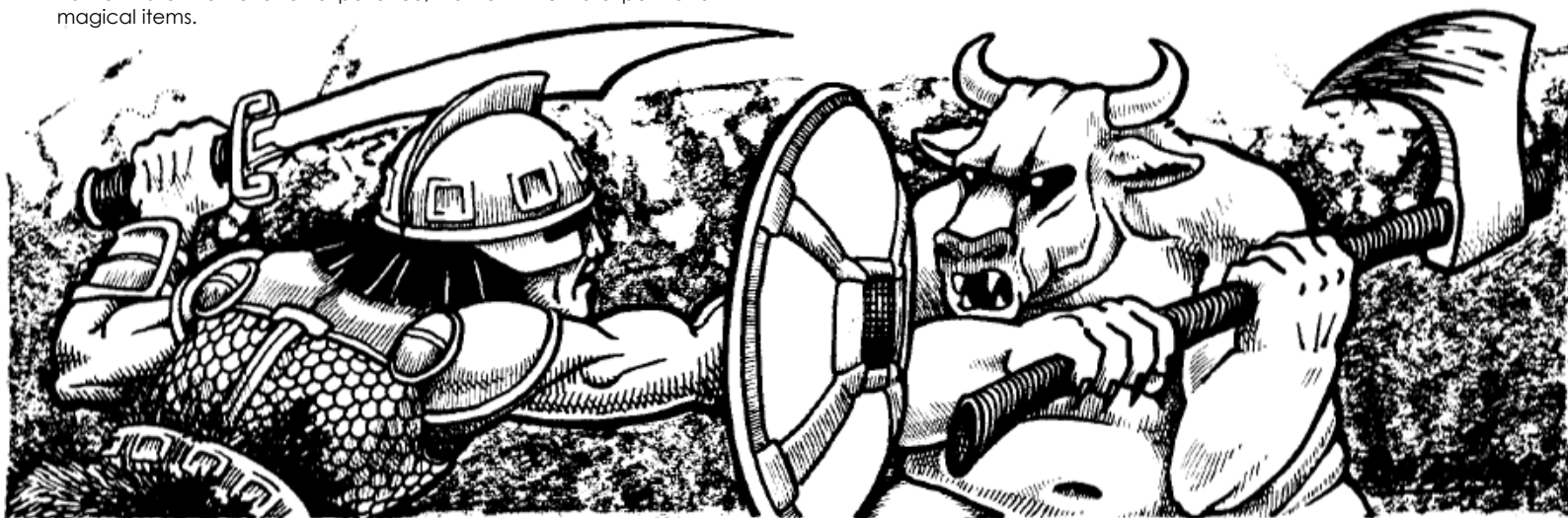
The player should name their character and may want to create the following details of the character's background:

- Place and time of birth
- Social class of immediate family
- Early training and cultural exposure
- Times, locations, and results of noteworthy adventures
- Recent conflicts, successes, etc.

The player should also think about ways to establish and develop the character's personality, including such factors as:

- Physical attributes
- Mental attitudes
- Likes and dislikes
- Personal quirks
- Lifestyle
- Religious beliefs
- Preferred companions
- Preferred weapons and methods of combat
- Ambitions, hopes, goals, and future plans.

He should discuss all these choices with the DM and even with the other players, so that they can establish prior links and relationships between all the new characters. With all that accomplished, the new high-level characters can begin play.



APPENDIX K: QUICK GROUP CREATION

There are times when you will have a group of players desiring to adventure in your campaign who have no suitable characters with which to do so. You might want only low, medium or high-level characters for the particular scenario you have in mind, and regardless of level it is certain that you will not wish to have ultra-powerful (considering character level) or strange magic items in the group.

The following method of character creation may be used to quickly generate player characters, as well as NPCs, of any level for your AD&D game.

Ability Scores

Roll 4d6 for each ability score, discarding the low die and arranging the scores as you wish, or use the point allocation method provided on page 3 of the Player's Handbook.

Race

After generating ability scores select the race of the character, making ability score adjustments accordingly.

Class

After choosing a race, select the (class or classes) of the character. Randomly encountered parties should have at least one cleric, fighter, magic-user, and thief (subclasses may be used in place of these primary classes). Encountered parties with more than 4 members can roll percentile dice to determine the core class of each additional member (once again, subclasses may be used in place of the core classes listed below):

D% Roll	Class or Subclass Thereof
01-25	Cleric
02-65	Fighter
66-75	Magic-User
76-79	Monk
80-99	Thief
00	Other or DM's Choice

Alignment

Make certain that the alignments allowed to participants are not so diverse as to cause a breakdown in the game due to player quarrels. You may require players to select from three or four compatible alignment types if you think best - such as neutral, neutral good, and lawful neutral, for example.

Level

For low level characters, you might use a d4 to determine the player characters' levels. For mid-level characters roll 1d4+3, while upper level characters would roll 1d4+7.

For randomly encountered parties, the level of each party member is equal to that of the level of the dungeon on which the party was encountered (up to level 4 of the dungeon). Wilderness encounters, and encounters made on deeper dungeon levels, are with parties with an average level of 1d6+5.

To determine the level of the multiclassed party members, look at the experience points needed to reach the level of the single-classed party members and divide that number by two (for 2-class multiclassing) or three (for 3-class multiclassing). Use that number to determine the level of all classes of the multiclassed character. Split-classed characters' combined levels must equal the level of each single-classed character (i.e. a split-classed fighter 6-thief 3 would work with a 9th level party of adventurers).

Equipment

Assuming that these are not 1st level characters you will probably find it best to allow players to choose whatever mundane equipment they desire, so long as the equipment suits their character and the campaign setting (items that the DM deems unsuitable can always be refused to the party).

Magic Items

If the party is assumed to have been adventuring for some time it is probable that one or more of their number would have acquired certain magic items.

Miscellaneous Magic Items

If the party is generally above 5th level you might determine it advantageous to award 1d4 miscellaneous magic items according to the following list. Adventuring parties with more than 7 members may add 1 to the result.

Selection can be by you or by the party, as you deem best. The party members can then "purchase" additional items, as desired. The purchase cost of the items cannot exceed 250 XP for each level of the party members (i.e. a party of four, 6th level, adventurers could not have additional magic items with a total worth of more than 6,000 XP).

- Bag of Holding (500-pound capacity)
- Boat, Folding (small rowboat)
- Boots of Levitation
- Brooch of Shielding
- Cloak and Boots of Elvenkind
- Figurine of Wondrous Power (golden lions)
- Helm of Underwater Action
- Necklace of Adaptation
- Ring of Feather Falling
- Ring of Warmth
- Ring of Water Walking
- Robe of Useful Items
- Rope of Climbing
- Wings of Flying

Potions

Characters above 1st level have a 15% chance per level of having 1d6 potions. If more than 1 potion is indicated, roll percentile dice for each potential potion. Roll a d10 to determine what each potion is:

D10 Roll	Potion Type	D10 Roll	Potion Type
1	Diminution	6	Growth
2	Extra-healing	7	Healing
3	Fire resistance	8	Invisibility
4	Flying	9	Polymorph
5	Gaseous form	10	Speed

Protective Devices

All characters above 1st level have a 10% chance per level of having 1 protective device. Protective magical items include armor, shields, *cloaks of protection*, *rings of protection* and/or *bracers of defense*.

These items should be usable by the character and should be able to work in conjunction with other protective devices the character employs. Magical bonuses for protective devices should be no higher than the character's level divided by four; rounding fractions normally. For protective devices with no bonuses, limit item worth to 250 XP per level of the character.

Scrolls

All characters above 1st level have a 15% chance per level of having 1 or more magical scrolls. Spellcasters roll 1d4+3 to determine the possible number of scroll and thieves roll 1d4. All other characters roll 1d2.

Non-spellcasters can only have non-spell scrolls, such as *scrolls of protection*. Spellcasters usually have spell scrolls, with each scroll having 1d4 spells of spell level 1-6 (roll a d6 to determine the spell level of each spell). The spells on the scroll must be useable by the caster.

Weapons, Rod, Staves and Wands

Likewise, all characters above 1st level have a 10% chance per level of having 1 or more magical weapons. Fighter-types roll 1d2+2 to determine the possible number of magical weapons, while all other characters roll 1d2. If more than 1 weapon is indicated, roll percentile dice for each potential weapon.

These weapons should be usable by the character. Magical bonuses for weapons should be no higher than the character's level divided by four; rounding fractions normally.

Spellcasters may substitute a rod, staff or wand in place of any magical weapon that is rolled for. For items, such as rods, staves or wands, limit item worth to 500 XP per level of the character.

APPENDIX L: RANDOM ENCOUNTER TABLES

The tables below are to be used in conjunction with the Monstrous Manual and the information presented within this book. See pages 41 for guidelines concerning both the frequency of encounter checks and likelihood of facing an encounter. This is not a complete listing of all the creatures of all the creatures listed in the Monstrous Manual but "typical" encounters for easy use by the DM. Modification of these tables or creation of new ones for special areas can be undertaken by the DM as per guidelines provided on pages 37-41.

Animal Summoning Tables

See the Monstrous Manual for more details on these animals, including the exact Hit Dice values for each of the following, listed animals:

HD	D% Roll	Animal
≤ 2	01-5	Animal, herd (varies)
	01-10	Baboon (1+1 HD)
	11-16	Badger (1+2 HD)
	17-25	Dog, wild (1+1 HD)
	26-35	Hawk, large (1 HD)
	36-40	Hawk, blood (1+1 HD)
	41-50	Horse, wild (2 HD)
	51-55	Jackal (½ HD)
	56-60	Mammal, small (¼ - 2 HD)
	61-65	Otter (1-1 HD)
	66-70	Otter, sea (1+1 HD)
	71-75	Owl, common (1 HD)
	76-80	Porcupine, giant (1 HD)
	81-90	Rat, giant (¼ HD)
	91-95	Skunk (¼ HD)
	96-90	Weasel, giant (½ HD)

HD	D% Roll	Animal
2-4	01-05	Badger, giant (2+4 HD)
	06-10	Bear, black (3+3 HD)
	11-15	Boar, warthog (3 HD)
	16-20	Boar, wild (3+3 HD)
	21-25	Cattle, wild (3 HD)
	26-30	Camel (3 HD)
	31-35	Cheetah (3 HD)
	36-40	Dog, war (2+2 HD)
	41-45	Eagle, giant
	46-51	Hyena, wild (3 HD)
	52-61	Lion, mountain (3+3 HD)
	61-65	Lynx, giant (2+2 HD)
	66-70	Jaguar (4+4 HD)
	71-75	Leopard (4 HD)
	76-80	Mule (3 HD)
	81-85	Owl, giant (4 HD)
	86-90	Stag (3 HD)
	91-95	Wolf (3 HD)
	96-00	Wolverine (3 HD)

HD	D% Roll	Animal
4-8	01-15	Ape, carnivorous (5 HD)
	16-20	Buffalo (5 HD)
	21-25	Bear, cave (6+6 HD)
	26-35	Bear, brown (5+5 HD)
	36-45	Boar, giant (6+6 HD)
	46-50	Hyena, giant (6 HD)
	51-55	Lion (5+5 HD)
	56-60	Lion, spotted (6+6 HD)
	61-65	Otter, giant (5 HD)
	66-70	Stag, giant (6 HD)
	71-75	Tiger (5+5 HD)
	76-80	Tiger, sabre-tooth (7+7 HD)
	81-90	Wolf, dire (4+4 HD)
	91-00	Wolverine, giant (6 HD)

Monster Summoning Tables

Monster Summoning I

D20 Roll	Monster Summoned
1	Ant, giant
2	Bat, huge
3	Beetle, bombardier
4	Beetle, fire
5	Bullywug
6	Centipede, giant
7	Frog, giant or killer
8	Gnoll or flind
9	Goblin
10	Hobgoblin
11	Kobold (3d4 appear)
12	Leech, giant (1 HD)
13	Lizard man
14	Mongrelman (2 HD)
15	Mudmen
16	Orc
17	Rat, giant ((3d6 appear)
18	Spider, large
19	Toad, giant
20	Troglodyte

Monster Summoning II

D20 Roll	Monster Summoned
1	Ankheg (3-4 HD)
2	Bat, giant (mobat)
3	Beetle, boring
4	Bugbear
5	Centipede, megalo-
6	Crab, giant
7	Crocodile, wild
8	Dog, death
9	Gelatinous cube
10	Ghoul
11	Lizard, giant
12	Lycanthrope, wererat
13	Orc, orog
14	Osquip
15	Sandling
16	Scorpion, large
17	Snake, constrictor
18	Spider, huge
19	Weasel, giant
20	Urchin, land

Monster Summoning III

D20 Roll	Monster Summoned
1	Ankheg (5-6 HD)
2	Ape, carnivorous
3	Banderlog
4	Ettercap
5	Gargoyle
6	Ghast
7	Hell hound
8	Huecuva
9	Hydra, 5 heads
10	Lycanthrope, werewolf
11	Ogre
12	Ooze, gray
13	Owlbear
14	Scorpion, huge
15	Snake, giant constrictor
16	Toad, poisonous
17	Toad, fire
18	Wasp, giant
19	Wolf, worg
20	Yeti

Monster Summoning IV

D20 Roll	Monster Summoned
1	Ankheg (7-8 HD)
2	Cockatrice
3	Displacer beast
4	Doppelganger
5	Hornet, giant
6	Hydra, 7 heads
7	Hydra, 5 heads (cryo/pyro)
8	Leucrotta
9	Lizard, subterranean
10	Lycanthrope, wereboar
11	Margoyles
12	Minotaur
13	Ochre jelly
14	Rust monster
15	Slithering tracker
16	Snake, giant poisonous
17	Spider, giant
18	Giantkin, verbeeg
19	Wolf, winter
20	Zombie, ju-ju

Monster Summoning V

D20 Roll	Monster Summoned
1	Basilisk
2	Beetle, stag
3	Carion crawler
4	Dracolisk
5	Drider
6	Griffon
7	Hydra, 8 heads
8	Lizard, minotaur
9	Lycanthrope, weretiger
10	Manticore
11	Ogre mage
12	Otyugh
13	Pyrolisk
14	Salamander
15	Spider, phase
16	Troll
17	Wolfwere
18	Wraith
19	Wyvern
20	Yuan-ti, halfbreed

Monster Summoning VI

D20 Roll	Monster Summoned
1	Basilisk, greater
2	Behir or tunnel worm
3	Bulette
4	Chimera
5	Ettin or hill giant
6	Golem, flesh
7	Gorgon
8	Hydra, 10 heads
9	Hydra, 8 heads (cryo/pyro)
10	Lizard, fire
11	Mummy
12	Neo-otyugh
13	Pudding, black
14	Roper
15	Shambling mound
16	Slug, giant
17	Sphinx, hieraco-
18	Troll, 2-headed
19	Umber hulk
20	Xorn

Monster Summoning VII

D12 Roll	Monster Summoned	D12 Roll	Monster Summoned
1	Beetle, rhinoceros	7	Hydra, lemean, 8 heads
2	Giant, fire or frost	8	Pudding, brown
3	Giant, fomorian	9	Remorhaz
4	Golem stone	10	Rust monster
5	Gorgimera	11	Will o' wisp
6	Hydra, 12 heads	12	Worm, purple

Monster Summoning, Aquatic (Fresh Water)

Monster Summoning I

D12 Roll	Monster Summoned
1	Barracuda (1-2 HD)
2	Dolphin
3	Koalint (hobgoblin)
4	Locathah
5	Lamprey, common
6	Merman
7	Otter, sea
8	Ray, iixachitl
9	Ray, sting
10	Sea horse
11	Seawolf, lesser
12	Urchin, black or green

Monster Summoning II

D6 Roll	Monster Summoned
1	Barracuda (3 HD)
2	Crab, giant
3	Lacedon (ghoul)
4	Sahuagin
5	Selkie
6	Urchin, red

Monster Summoning III

D8 Roll	Monster Summoned
1	Hippocampus
2	Kapoacanth (gargoyle)
3	Lobster, giant (crayfish)
4	Marrow, ogre
5	Otter, giant
6	Shark (3-5 HD)
7	Triton
8	Urchin, yellow

Monster Summoning IV

D8 Roll	Monster Summoned
1	Crocodile, giant
2	Lamprey, sea
3	Scrag (troll)
4	Sea lion
5	Shark (5-6 HD)
6	Spider, giant marine
7	Water weird
8	Urchin, silver

Monster Summoning V

D6 Roll	Monster Summoned
1	Eel, marine
2	Narwhal
3	Octopus
4	Seawolf, greater
5	Shark (7-8 HD)
6	Snake, giant sea (8 HD)

Monster Summoning VI

D4 Roll	Monster Summoned
1	Ray, manta
2	Slug, giant sea
3	Snake, giant sea (10 HD)
4	Squid, giant

Monster Summoning VII

D8 Roll	Monster Summoned
1	Eye of the Deep
2	Dragon Turtle (12 HD)
3	Kraken
4	Shark, giant
5	Vodyanoi (16 HD)
6	Whale, killer
7	Whale, small (12 HD)
8	Worm, mottled (purple)

Monster Summoning, (Aquatic) Salt Water

Monster Summoning I

D10 Roll	Monster Summoned
1	Eel, electric
2	Frog, giant (1-2 HD)
3	Koalint (hobgoblin)
4	Kuo-toa
5	Lamprey, common
6	Leech, giant
7	Lizard man
8	Nixie (3d4 appear)
9	Otter, common
10	Piranha, giant

Monster Summoning II

D4 Roll	Monster Summoned
1	Crab, giant
2	Crocodile, common
3	Frog, giant (3 HD)
4	Lacedon (ghoul)

Monster Summoning III

D8 Roll	Monster Summoned
1	Beetle, giant water
2	Crayfish, giant
3	Kapoacanth (gargoyle)
4	Kelpie
5	Marrow, ogre
6	Otter, giant
7	Pike, giant
8	Spider, giant water

Monster Summoning IV

D4 Roll	Monster Summoned
1	Crocodile, giant
2	Eel, giant electric
3	Scrag (troll)
4	Water weird

Monster Summoning V

D6 Roll	Monster Summoned
1	Eel, marine
2	Gar, giant
3	Octopus
4	Seawolf, greater
5	Snake, giant sea (8 HD)
6	Vodyanoi (8 HD)

Monster Summoning VI

D4 Roll	Monster Summoned
1	Catfish, giant
2	Greenhag
3	Naga, water
4	Snake, giant sea (10 HD)

Monster Summoning VII

D4 Roll	Monster Summoned
1	Slug, giant sea
2	Dragon turtle (12 HD)
3	Kuo-toan monitor
4	Worm, mottled (purple)

Aquatic Encounter Tables

Fresh Water Encounters

Cold Water Surface, Fresh Water

2d10 Roll	Encounter
2	Dragon Turtle
3	Greenhag
4	Otter, giant
5	Lacedon
6	Depths encounter
7	Swan (swanmay 10%)
8	Pirate
9	Land encounter
10	Hazard (navigational)
11	Fisherman or trapper
12	Merchant
13	Otter or beaver
14	Aerial encounter
15	Nixie
16	Marrow, ogre
17	Scrag (troll)
18	Naga, water
19	DM Special
20	DM Special

Cold Water Depths, Fresh Water

2d10 Roll	Encounter
2	Morkoth
3	Otter, giant
4	Quipper, common or giant
5	Vodyanoi
6	Lacedon or kapoacanth
7	Koalint
8	Crayfish, giant
9	Crab, giant
10	Fish school
11	Fish school
12	Nixie or giant pike
13	Nixie or giant gar
14	Octopus
15	Marrow, ogre
16	Lamprey or marine eel
17	Snake, giant sea
18	Sunken ship
19	DM Special
20	DM Special

Temperate Water Surface, Fresh Water

2d10 Roll	Encounter
2	Crayfish, giant
3	Nymph
4	Otter, giant
5	Lizard man
6	Depths encounter
7	Swan (swanmay 10%)
8	Marrow, ogre
9	Land encounter
10	Frog, giant, or giant leech
11	Hazard (navigational)
12	Otter
13	Fisherman or merchant
14	Aerial encounter
15	Pirate or warship
16	Beetle, giant water
17	Lacedon
18	Scrag (troll) or sea hag
19	DM Special
20	DM Special

Temperate Water Depths, Fresh Water

2d10 Roll	Encounter
2	Dragon turtle
3	Nymph
4	Otter
5	Catfish or leech, giant
6	Kapoacanth or lamprey
7	Lizard man
8	Koalint
9	Beetle, giant water
10	Spider, giant water
11	Fish school
12	Pike, giant
13	Crayfish, giant
14	Quipper, giant
15	Nixie
16	Gar, giant
17	Octopus or giant lamprey
18	Lacedon
19	DM Special
20	DM Special

Tropical Water Surface, Fresh Water

2d10 Roll	Encounter
2	Crystal ooze
3	Kelpie
4	Nymph
5	Eel, electric
6	Depths encounter
7	Snake, giant constrictor
8	Pirate, small boats
9	Crocodile
10	Hazard (navigational)
11	Fisherman or merchant
12	Piranha
13	Frog, giant or poisonous
14	Aerial encounter
15	Seaweed
16	Seaweed (choke creeper)
17	Frog, killer
18	Naga, water
19	DM Special
20	DM Special

Tropical Water Depths, Fresh Water

2d10 Roll	Encounter
2	Vodyanoi
3	Eel, weed
4	Kelpie
5	Beetle, giant water
6	Spider, giant water
7	Snake, giant constrictor
8	Seaweed bed or strangeweeds
9	Crab or grayfish, giant
10	Octopus
11	Piranha, giant
12	Fish school
13	Eel, giant
14	Lizard man
15	Nixie
16	Kapoacanth
17	Bunyip or water naga
18	Snake, giant sea
19	DM Special
20	DM Special

Salt Water Encounters

Cold Water Surface, Salt Water

2d10 Roll	Encounter
2	Dragon turtle
3	Sea lion
4	Selkie
5	Scrag (troll)
6	Depths encounter
7	Warship or fisherman
8	Narwhal
9	Merchant
10	Shark
11	Whale
12	Pirate or killer whale
13	Hazard (ice)
14	Dolphin
15	Aerial encounter
16	Ghost ship
17	Will o' wisp
18	Seawolf, greater
19	DM Special
20	DM Special

Cold Water Depths, Salt Water

2d10 Roll	Encounter
2	Kraken
3	Urchin, black or green
4	Seawolf, lesser
5	Lobster, giant (crayfish)
6	Snake, giant sea
7	Dolphin
8	Mermen
9	Quipper, giant, or giant crab
10	Whale or octopus
11	Whale or fish school
12	Fish school
13	Shark
14	Sea lion
15	Kapoacanth
16	Squid, giant
17	Shark, giant
18	Sunken ship
19	DM Special
20	DM Special

Temperate Water Surface, Salt Water

2d10 Roll	Encounter
2	Dragon turtle
3	Ghost ship
4	Otter, sea
5	Otter, sea
6	Depths encounter
7	Pirate ship
8	Sea lion
9	Eel, giant
10	Shark
11	Merchant
12	Whale
13	Dolphin
14	Warship or fisherman
15	Aerial encounter
16	Will o' wisp or seaweed
17	Seaweed (strangleweed 10%)
18	Seawolf, greater
19	DM Special
20	DM Special

Temperate Water Depths, Salt Water

2d10 Roll	Encounter
2	Kraken
3	Narwhal
4	Urchin, black
5	Lamprey, giant
6	Sahuagin
7	Sea lion or hippocampus
8	Koalanth
9	Fish school
10	Fish school
11	Shark
12	Whale
13	Eel, giant
14	Dolphin
15	Mermen
16	Shark, giant
17	Squid, giant
18	Seawolf, lesser
19	DM Special
20	DM Special

Tropical Water Surface, Salt Water

2d10 Roll	Encounter
2	Ghost ship
3	Strangleweed
4	Pirates, small boats
5	Pirates, warship
6	Depths encounter
7	Shark, giant
8	Crocodile, giant
9	Seaweed
10	Whale
11	Merchant
12	Fisherman
13	Shark
14	Barracuda
15	Aerial encounter
16	Warship
17	Seawolf, greater
18	Triton
19	DM Special
20	DM Special

Tropical Water Depths, Salt Water

2d10 Roll	Encounter
2	Urchin, yellow or silver
3	Urchin, green or red
4	Snake, poisonous
5	Crocodile, giant
6	Ray, sting or pungi
7	Octopus or manta ray
8	Sahuagin
9	Seaweed (strangleweed 10%)
10	Fish school
11	Fish school
12	Shark
13	Eel, giant or locathah
14	Barracuda
15	Hippocampus or triton
16	Kapoacanth or lacedon
17	Snake, sea or giant slug
18	Ray, ixitxachitl
19	DM Special
20	DM Special

Aerial or Depth Encounters: Roll on the appropriate table. If the encounter is not suitable then none occurs.

Fish Schools: This is a large group of one type of fish, the aquatic version of herd animals. They usually do not attack unless commanded by magical means. If panicked they might mill about, obscuring vision and hindering movement. If large enough they might cause bludgeoning damage (1d2 through 1d8, depending on size).

Ghost Ships: Many ships have been lost at sea and on hidden rivers. These ships still sail, manned by undead sailors and commanded by the more powerful of their kind. A ghost ship can be sighted in daylight and at night but will usually only attack at night, when the ship's masters are at full power. A ghost ship can be any type of ship from galley to warship. On a percentile die, the crew will be:

D% Roll	Crew
01-40	1d4 x 10 skeletons
41-80	1d4 x 10 zombies
81-00	2d6+8 ju-ju zombies

The commanding officers will be:

D% Roll	Crew
01-30	1d4 wights
31-40	1d3 wraiths
41-80	1d2 spectres
81-95	1d2 ghosts
95-00	1 lich

Hazard (Navigational): These hazards can ground or damage a vessel unless the ship's pilot succeeds at a DC 10 (or higher) Profession: Sailor check. Such hazards as sandbars, ice floes, and submerged logs often change position.

Ships can encounter ice floes in freshwater and icebergs in salt, the latter ranging from single mountains of ice to fields of 2d6+8 ice blocks that continually break against each other and anything that gets in their way. The chief danger to ships from ice is damage to the hull. In addition, icebergs at sea have a 10% chance of putting a hole in the ship.

Whirlpools are a trap for the unwary. 75% can drag down only small craft (50' or smaller), while 25% can drag any size ship to the bottom. Ships are dragged into the whirlpool at 10' per round, cumulative (10' the 1st round, 20' the 2nd, 30' the 3rd, etc.). A ship must exceed the speed of the flow to escape. Otherwise, it will be dragged to the bottom in 6 rounds.

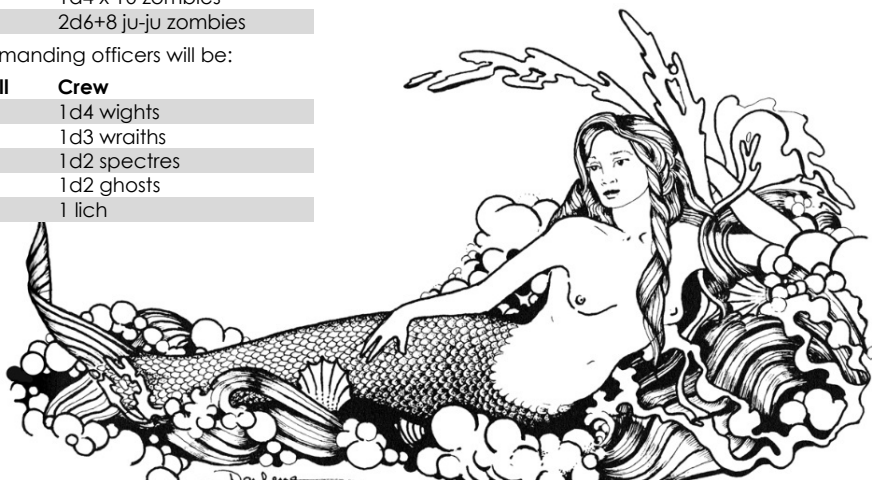
Surface Encounters: Unintelligent monsters are 75% likely to be driven off by flaming oil nearby, 90% if actually burned by it. Large amounts of food thrown overboard are 50% likely to end such an encounter.

Seaweed: Floating seaweed is a hazard and sometimes serves as a lair for creatures like sea hags. Any ship entering an area of floating seaweed is slowed by 50%, and there is a 40% chance of its having another encounter while among the mass of sea plants.

Seaweed Bed: The underwater equivalent of surface seaweed, these beds are rooted to the sea floor and are 3d10x10 feet high. Vision is reduced to 10 feet in beds of seaweed, which offers heavy concealment, and there is a 30% chance of another encounter in the area.

Sunken Ship: These victims of storms, ice, or hostile ships can be any type of ship. They often still bear their original merchandise and treasure and just as often have inhabitants, either new creatures moving in or remains of the original crew. On a percentile die the inhabitants are as follows:

D% Roll	Ship Contents
01-20	Carries merchant treasure (see "Merchant")
11-20	No treasure
21-60	2d12 lacedons (dead crew)
61-00	Other monster (roll).



Dungeon Monster Random Level Matrix

Procedure

To determine the monster table used for the encounter, cross-reference the d20 roll with the equivalent dungeon level. Then roll 2d10 on the indicated table to determine the monster appearing. If multiple monsters are given, pick one or roll randomly.

If the monster level is lower than the dungeons level, increase the number encountered. If the monster level is greater than the dungeon level, reduce the number encountered (at least 1 will be encountered). Intelligent monsters on Tables IX and X will have minions of greater numbers. On lesser levels, minions will be fewer and/or less powerful. NPCs are adjusted by character level rather than by number (see NPC Parties below).

Equivalent Dungeon Level	Monster Level Table Consulted									
	I	II	III	IV	V	VI	VII	VIII	IX	X
1 st	1-16	17-19	20							
2 nd - 3 rd	1-12	13-16	17-18	19	20					
4 th	1-5	6-10	11-16	17-18	19	20				
5 th	1-3	4-6	7-12	13-15	17-18	19	20			
6 th	1-2	3-4	5-6	7-12	13-16	17-18	19	20		
7 th	1	2-3	4-5	6-10	11-14	15-16	17-18	19	20	
8 th	1	2	3-4	5-7	8-10	11-14	15-16	17-18	19	
9 th	1	2	3	4-5	6-8	9-12	13-15	16-17	18-19	20
10 th - 11 th	1	2	3	4	5-6	7-9	10-12	13-16	17-19	20
12 th - 13 th	1	2	3	4	5	6-7	8-9	10-12	13-18	19-20
14 th - 15 th	1	2	3	4	5	6	7-8	9-11	12-17	18-20
16 th & down	1	2	3	4	5	6	7	8-10	11-16	17-20

Dungeon Encounter Tables

Dungeon Level I

2d10 Roll	Encounter
2	Badger, giant
3	Gnome or elf
4	Dwarf or halfling
5	Beetle, fire
6	Berserker
7	NPC party
8	Bat, common or large
9	Rat, common or giant
10	Bandit
11	Kobold
12	Goblin
13	Orc
14	Hobgoblin
15	Bullywug
16	Shrieker
17	Skeleton
18	Skeleton
19	DM Special
20	DM Special

Dungeon Level II

2d10 Roll	Encounter
2	Mudmen
3	Rot grub or killer frog
4	Frog, giant or poisonous
5	Toad, giant
6	Mongrelmen
7	NPC party
8	Stirge
9	Rat, giant
10	Spider, large
11	Lizard man
12	Gnoll (flind 10%)
13	Troglodyte
14	Beetle, bombardier
15	Centipede, large or giant
16	Ankheg (3-4 HD)
17	Zombie
18	Zombie
19	DM Special
20	DM Special

Dungeon Level III

2d10 Roll	Encounter
2	Fungi, violet
3	Dog, death
4	Weasel, giant, or sandling
5	Ochre jelly
6	Beetle, boring
7	Bugbear
8	Bat, huge (mobat)
9	NPC party
10	Lizard, giant
11	Snake, constrictor
12	Gelatinous cube
13	Orc, orog
14	Spider, huge
15	Centipede, megalo-
16	Lycanthrope, wererat
17	Ghoul
18	Ankheg (5-6 HD)
19	DM Special
20	DM Special

Dungeon Level IV

2d10 Roll	Encounter
2	Ankheg (7-8 HD)
3	Pyro or cryohydra, 5-6 heads
4	Toad, fire or poisonous
5	Lycanthrope, werewolf
6	Hydra, 5-6 heads
7	Ape or hell hound
8	Owlbear or rust monster
9	NPC party
10	Snake, giant constrictor
11	Dog, blink
12	Ogre
13	Ooze, grey
14	Scorpion, giant
15	Gargoyle
16	Shadow
17	Ghost
18	Huecuva
19	DM Special
20	DM Special

Dungeon Level V

2d10 Roll	Encounter
2	Slithering tracker
3	Imp or quasit
4	Pyro or cryohydra, 6 heads
5	Shrieker or yellow mold
6	Displacer beast or leucrotta
7	Cockatrice
8	Hydra, 7 heads
9	NPC party
10	Lizard, subterranean
11	Lizard, subterranean
12	Minotaur
13	Snake or spider, giant
14	Rust monster
15	Verbeeg or margoyle
16	Doppelganger
17	Shadow or ju-ju zombie
18	Lycanthrope, wereboar
19	DM Special
20	DM Special

Dungeon Level VI

2d10 Roll	Encounter
2	Pyrolisk
3	Driider
4	Ogre mage
5	Medusa
6	Basilisk
7	Hydra, 7-9 heads
8	Carion crawler or ottyugh
9	NPC party
10	Lizard, minotaur
11	Manticore
12	Troll
13	Slime, green, or yellow mold
14	Scorpion, giant, or brown mold
15	Spider, phase
16	Wyvern
17	Wight or wraith
18	Wight or wraith
19	DM Special
20	DM Special

Dungeon Level VII

2d10 Roll	Encounter
2	Efrete or flesh golem
3	Djinn or invisible stalker
4	Pyro or cryohydra, 7-9 heads
5	Behir or greater basilisk
6	Neo-ottyugh or mimic
7	Will 'o wisp
8	Chimera or gorgon
9	NPC party
10	Pudding, black
11	Lizard, fire, or tunnel worm
12	Hydra, 10-12 heads
13	Giant, hill, or shambling mound
14	Troll, 2-headed, or ettin
15	Giant, stone, or roper
16	Umber hulk or spirit naga
17	Mummy
18	Spectre
19	DM Special
20	DM Special

Dungeon Level VIII

2d10 Roll	Encounter
2	Hydra, lemean
3	Golem, clay
4	Trapper or lurker above
5	Hydra (pyro- or cryo-)
6	Gorgimera or dracolisk
7	Slug, giant or purple worm
8	Vampire
9	NPC party
10	Hydra, 13-16 heads
11	Giant, frost
12	Will 'o wisp
13	Rust monster
14	Couatl or guardian naga
15	Giant, fire
16	Pudding, dun or brown
17	Medusa, greater
18	Ghost or rakshasa, ruhk
19	DM Special
20	DM Special

Dungeon Level IX

2d10 Roll	Encounter
2	Hydra, 17-20 heads
3	Pyro or cryohydra, 12 heads
4	Elemental, earth (12 HD)
5	Bulette
6	Worm, purple
7	Ki-rin
8	Slug, giant
9	NPC party
10	Golem, stone
11	Xorn
12	Umber hulk
13	Giant, storm
14	Rust monster
15	Dragon, black (ancient)
16	Gorgon
17	Vampire, cleric 7 th -10 th level
18	Rakshasa, rajah
19	DM Special
20	DM Special

Dungeon Level X

2d10 Roll	Encounter
2	Demilich
3	Lurker above
4	Elemental, earth (16 HD)
5	Rakshasa, maharajah
6	Dragon, red (ancient)
7	Dragon, blue (ancient)
8	Lich
9	Golem, iron
10	NO ENCOUNTER
11	NO ENCOUNTER
12	Beholder
13	NPC party
14	Slug, giant
15	Gas spore
16	Vampire, mage 9 th -12 th level
17	Vampire, mage 9 th -12 th level
18	Tarrasque
19	DM Special
20	DM Special

NPC Parties

NPC parties will consist of 1d3+4 party members. See page 227 for quick player character group generation guidelines and page 46 for details regarding NPCs' personalities and traits.

Optionally, you can use the following (more in-depth) rules for the creation of NPC parties. To avoid delays, create NPC parties before play. The tables allow such parties to be set up quickly and impartially, and the DM is encouraged to make any changes that will enhance play. The tables should be considered a starting point.

A typical NPC party has 2-12 members: 2-5 major characters and the rest henchmen or hired men-at-arms.

Characters: The Character Class Subtable provides a typical party structure by limiting number and classes of the NPC characters encountered.

Determine character race and split-classes or multiclass on the Character Race Subtable (multiclass or split-class results can exceed the Character Class Subtable limits).

Character Level and Equipment: These will usually be comparable to those of the player characters, but NPC level will rarely exceed 12th. Arms, armor, and equipment will be typical: a 1st level warrior would have scale or chain armor and minimal gear. At 2nd level, banded or plate mail is typical, weapons profuse, and equipment complete (much oil, holy water, mirrors, etc.). NPC magic will be used if a fight breaks out. Note that if the NPCs are defeated, their magical items will enter your campaign.

Determine the levels for multiclass and split-class NPCs as per the rules provided on page 95.

Character Spells: These are selected by the DM according to those most suited to the NPC party. Magic-users are subject to the limits of spells in their spellbooks. Henchmen spellcasters are treated likewise.

Henchmen: The major NPCs will have a total of 2-5 henchmen, up to the party size, with others being hiring men-at-arms (see below). If the encounter is below the 3rd dungeon level, all those with the major NPCs will be henchmen.

Henchman class and race is determined as for the major characters. Major NPCs are assigned henchmen in order of Charisma, allowing for compatibility (e.g. a paladin would not follow a thief). A henchman's level is one-half of that of his master (round down). Thus, a 5th level mage would have a 2nd level henchman, while an 11th level mage would have a 5th level henchman.

Henchmen are armed much as major NPCs are, though they are not as heavily armored. Their magic is assigned as for major NPCs but usually less powerful.

Men-at-Arms (Hirelings): Little detail is needed for these - other than Hit Points, Armor Class, their Attack Bonus, and their weapon damage. They often have poor armor and few weapons: for example, studded leather, light crossbow, and dagger, or (at best) scale mail, shield, spear, longsword, and backpack. They are seldom found underground below the 3rd dungeon level.

Character Class Subtable

D% Roll	Class	Maximum #
01-05	Assassin	1
06-10	Barbarian	2
11-12	Bard	1
13-27	Cleric	3
28-30	Druid	2
31-66	Fighter	5
67-82	Magic-User	3
83-85	Monk	1
86-87	Paladin	2
88-90	Ranger	2
91-00	Thief	4

Maximum Number indicates the maximum number of characters of a given class that can appear in an NPC party.

Character Race Subtable

D% Roll	Race	Multi or Split
01-80	Human	5%
81-84	Dwarf	15%
85-87	Elf	65%
88-89	Gnome	25%
90-93	Half-Elf	65%
94-98	Halfling	10%
99-00	Half-Orc	50%

Demihuman NPCs typically opt to multiclass in 2 classes (75%) or 3 classes (25%), while humans typically split-class in 2 classes.

Magical Items for NPC Parties

Level	Chance	# Items	Table
1 st	10%	1	I
2 nd	20%	2	I
3 rd	30%	2	I
	10%	1	II
4 th	40%	2	I
	20%	1	II
5 th	50%	2	I
	30%	1	II
6 th	60%	3	I
	40%	2	II
7 th	70%	3	I
	50%	2	II
	10%	1	III
8 th	80%	3	I
	60%	2	II
	20%	1	III
9 th	90%	3	I
	70%	2	II
	30%	1	III
10 th	100%	3	I
	80%	2	II
	40%	1	III
11 th	100%	3	I
	90%	2	II
	50%	1	III
	10%	1	IV
12 th	100%	3	I
	100%	2	II
	60%	1	III
	20%	1	IV
13 th +	100%	3	I
	100%	2	II
	100%	1	III
	60%	1	IV

NPC Magical Items

Table I	D20 Roll	Item
1		Potions: flying, healing
2		Potions: extra-healing, polymorph
3		Potions: fire resistance, speed
4		Potions: healing, hill giant strength
5		Potions: heroism, invulnerability
6		Potions: human control, levitation
7		Potions: animal control, diminution
8		1 scroll: 1 spell, level 1-6
9		1 scroll: 2 spells, level 1-4
10		1 scroll: protection from magic
11		1 ring: mammal control
12		1 ring: protection +1
13		1 armor: leather +1
14		1 shield: +1
15		1 sword: +1 (no special abilities)
16		10 arrows: +1
17		4 bolts: +1
18		1 dagger: +1
19		1 javelin: +2
20		1 mace: +1

Table II

D20 Roll	Item
1	Potions: oil of etherealness, superheroism
2	2 potions: ESP, gaseous form
3	1 scroll: 3 spells, level 2-9
4	2 rings: fire resistance, invisibility
5	1 ring: protection +2
6	1 staff: striking
7	1 wand: magic missile
8	1 wand: wonder
9	1 bracers of defense AC 16
10	1 brooch of shielding
11	1 cloak of elvenkind
12	1 dust of appearance
13	1 figurine: serpentine owl
14	3 javelins of lightning
15	1 jar of Keoghtom's ointment
16	1 robe of useful items
17	1 set: chainmail +1, shield +2
18	1 armor: chainmail +3
19	1 sword +2 (or +1 with abilities*)
20	2 weapons: crossbow of speed, hammer +1

Table III

D20 Roll	Item
1	1 ring: spell storing
2	1 ring: mind shielding
3	1 rod: cancellation
4	1 staff: command
5	1 wand: fear
6	1 wand: negation
7	1 bag of tricks
8	1 boots of speed
9	1 boots of striding & springing
10	1 cloak of displacement
11	1 necklace of missiles
12	1 pipes of the sewer
13	1 rope of climbing
14	1 rope of entanglement
15	1 scarab of protection
16	1 set: platemail +2, shield +3
17	1 shield: +5
18	1 sword: +3 (or +2 with abilities*)
19	1 mace or hammer +2
20	1 spear +2

Table IV

D20 Roll	Item
1	1 ring: djinni summoning
2	1 ring: human influence
3	1 ring: spell turning
4	1 rod: smiting
5	1 rod: terror
6	1 wand: lightning or fire
7	1 wand: illusion
8	1 staff: thunder & lightning
9	1 amulet of life protection
10	1 cube of force
11	1 deck of illusion
12	1 eyes of charming
13	1 helm of teleportation
14	1 horn of blasting
15	1 robe of blending
16	1 stone of good luck
17	1 set: platemail +3, shield +4
18	1 sword: +4 (or +3 with abilities*)
19	1 arrow of slaying (character class)
20	1 net of entrapment

Urban Encounter Tables

A sample encounter table for cities or towns is provided below. See pages 40-41 for guidelines concerning both the frequency of encounter checks and likelihood of facing an encounter. Feel free to modify or replace this table, using the suggestions in the section on creating encounter tables on pages 37-39. The urban encounter table uses percentile dice to determine the random encounter, in order to allow for greater variety.

Day (D% Roll)	Night (D% Roll)	Result
01	01-03	Assassin*
02	04-05	Bandit
03-04	06-07	Barbarian
05-07	09-12	Bard*
08-17	13-15	Beggar
18	16-17	Brigand
19-23	18	City guard*
24-26	19	City official
27-28	20-28	City watchman
29-30	29	Cleric*
	30	Doppelganger
31	31	Druid*
32	32	Drunk
	33	Extraplanar creature
33-34	34-35	Fighter*
35-38	36-37	Gentleman
	38	Ghast (30%) or ghoul (70%)
	39	Ghost
39	40-44	Giant rats
40-44	45	Goodwife
45-46	46-52	Harlot
47-54	53	Laborer (50%) or peddler (50%)
55	54	Magic-user*
56-59	55-59	Mercenary
60-66	60-61	Merchant
67	62	Monk
	63	Night hag
68-69	64-65	Noble
70	66	Paladin*
71-73	67	Pilgrim
74	68	Press gang
75	69-71	Rake
	72	Rakshasa
76	73	Ranger*
77-80	74-80	Ruffian**
	81	Shadow
	82	Spectre
82-84	83-88	Thief*
85-97	89-90	Tradesman
98	91-93	Wererat
99	94	Weretiger
00	95-96	Werewolf
	97	Wight
	98	Will o' wisp
	99	Wraith
	00	Vampire (75%) or lich (25%)

* Check to see if race is human or demihuman:

D% Roll	Race	Multi or Split
01-70	Human	5%
71-78	Dwarf	15%
79-83	Elf	65%
84-85	Gnome	25%
86-93	Half-Elf	65%
94-95	Halfling	10%
96-00	Half-Orc	50%

Demihuman NPCs typically opt to multiclass in 2 classes (75%) or 3 classes (25%), while humans typically split-class in 2 classes.

** If desired, 1 in 4 can be half-orcs or humanoid (goblin, orc, etc.)

Assassin: Assassin encounters are dependent upon the locale. Normally 1d3 assassins will be encountered, but near the Thieves' Quarter the encounter could be with many assassins - at the guild, for instance. Assassins will typically ignore passers-by or act as thieves but are as likely to slay first and steal afterwards as to simply pick a pocket or two.

Bandit: Bandit encounters in daylight hours will simply be a case of a nondescript group being seen - the bandits will perhaps be watching the encountered party as a future prospect. Nighttime encounters will typically be with 3d4 bandits with 1 or more leaders.

Barbarian: Barbarian encounters are with 1d3 barbarian warriors (roll 2d4 for level). They are typically seeking employment as mercenaries.

Bard: Bard encounters will be with a single bard of 4th to 10th level (2d4+2). The bard may be performing on the street or in the company of 2d4 new-found friends or admirers.

Beggar: Beggar encounters are with but 1 (or possibly 2) person(s); young or old; maimed, diseased, or whole; religious or otherwise; male or female beseeching alms. There is a 10% chance that a beggar will be a thief. A beggar has a slight chance of knowing information of interest to the character encountering him or her, but payment must be made. Any gratuity or gift given to a beggar will immediately attract the attention of 1d10-1 nearby beggars.

Brigand: Brigand encounters are the same as bandit encounters.

City Guard: City guard encounters are with 2d8 mercenary soldiers in the employ of the city as gate and wall guards or in a police function. There will always be one higher level leader - 2 if more than 8 guards, 3 if more than 12 - in addition to the 0-level guardsmen. Leaders are of 2nd to 5th level fighting ability. They will question suspicious persons, arrest law breakers, etc. In addition, the guard party will sometimes (50%) be accompanied by a magic-user of 1st to 4th level who is indentured for 1 year for some service rendered to him by the city which was not repayable in some other manner (bad debts, infraction of city rules, non-payment of taxes, etc.).

City Official: City official encounters will be with some minor bureaucrat such as a tax collector, customs officer, guard or watch lieutenant, deputy bailiff, or assistant magistrate. A 10% chance for an encounter with a major official exists, however, such as meeting a steward, alderman, justice, guard or watch captain, chamberlain, or magistrate. Major officials will have 2d4 city guards with them, as detailed above. Officials will resent unwarranted intrusion, but they will speak with persons regarding important matters. Any official will have 1d4 fighters as personal guards (roll a d4 to determine each guard's level).

City Watchman: City watchman encounters are with squads of the watch (five 0-level men plus a 1st to 3rd level sergeant during daylight; double numbers, plus a 4th or 5th level lieutenant at night). These squads will sometimes (50%) be accompanied by a cleric of 2nd to 5th level indentured to the city as magic-users are to the city guards. They will generally act as do city guards, and at night these patrols will be ready to aid attacked persons and arrest lawbreakers.

Cleric: Cleric encounters will be with either a cleric of 6th to 11th level. There will be 1d6-1 lesser clerics (roll 1d4 for level) with the major character. Alignment be rolled for or dictated by area or race. Encountered clerics will typically try to convert the party, ask for contributions, or try to dupe the party becoming sacrificial victims.

Doppelganger: Doppelganger encounters will normally take place only near deserted places where there are entrances to the underworld, ruins, and the like. 1d4+2 doppelgangers will be encountered.

Druid: Druid encounters will be with a druid (roll 1d6+5 for level) with 1d4-1 lesser druids (roll 1d4 for level) 50% of the time and 1d4 fighters or rangers (roll 1d6 for level) 50% of the time. Druids will generally shun conversation with the encountering party.

Drunk: Drunk encounters are typically with 1d4 tipsy revelers or wine-sodden bums (50% chance for either). In the former case the type of character(s) found drunk should be diced for:

D% Roll	Drunk Encountered	D% Roll	Drunk Encountered
01-02	Assassin	42-48	Gentleman
03-09	Bandit	49-63	Laborer
10-13	Barbarian	64-65	Magic-user
14	Bard	66-73	Mercenary
15-22	Brigand	74-80	Merchant
23-24	City guard	81-82	Noble
25-26	City official	83-90	Rake
27-29	City watchman	91-95	Ruffian
30-31	Cleric	96-97	Thief
32	Druid	98-00	Tradesman
33-41	Fighter		

When an encounter with a drunk occurs, reaction for the latter will dictate what is said to the party. The drunk character(s) will become sober if they make a DC 15 Constitution Saving Throw if threatened.

Extraplanar Creature: Encounters with extraplanar creatures must be carefully restricted, and they may be ignored entirely if desirable. For example, near an evil temple there may well be a demon or devil, a succubus may be roaming at night, a wizard may have conjured an elemental, etc. Treat these encounters as highly special. Only 1 creature will be encountered.

Fighter: Fighter encounters will be with a 6th to 12th level fighter (85%) or duelist (15%) accompanied by 1d4-1 henchmen (roll 1d4 for level).

Gentleman: Gentleman encounters are with a foppish dandy and 1d4 sycophants 40% of the time, a gentlewoman 20% of the time, and 40% of the time well-dressed fighter-types of 7th to 10th level (1d4+6) with 1d4 friends of the same abilities. Any rude remarks will give offense, of course. Fops seek revenge by causing trouble for the party with officials, gentlewoman will send a champion, fighters will challenge the offenders.

Ghast: Ghast encounters must be near charnel houses, graveyards, and the like. 2d4 ghasts will be encountered.

Ghost encounters are treated in a fashion similar to ghast encounters, but of course a locale or two can be haunted. One ghost will be encountered.

Ghoul: Ghoul encounters must be near charnel houses, graveyards, and the like. 4d4 ghouls will be encountered.

Giant Rats: Giant rats are encountered throughout any inhabited place, using their own tunneled warrens, sewers, cellars, etc. In daylight such encounters will take place only in dim alleys or dark buildings and similar places. The number encountered will be 2d4 in daylight, 4d6 at night.

Goodwife: Goodwife encounters are with a single woman, often indistinguishable from any other type of female (such as a magic-user, harlot, etc.). Any offensive treatment or seeming threat will be likely to cause the woman to scream for help, accusing the offending party of any number of crimes, i.e. assault, rape, theft, or murder. 20% of goodwives know interesting gossip.

Harlot: Harlot encounters can be with brazen strumpets or haughty courtesans, thus making it difficult for the party to distinguish each encounter for what it is. Such an encounter could be with a poverty-stricken waif prostituting herself in order to survive, an elderly madam, or a fleshmonger (also known as a procurer or pimp). An expensive courtesan will resemble a gentlewoman or even a noblewoman, while the other harlots might be mistaken for goodwives, and so forth.

Harlots are 30% likely to know valuable information, 15% likely to make something up in order to gain a reward, and 20% likely to be, or work with, a thief.

Laborer: Laborer encounters are with a group of 3d4 nondescript persons loitering or on their way to or from work. These fellows will be rough customers in a brawl. There is a 10% chance for each to be a levy in the city watch, with commensurate friends and knowledge.

Magic-User: Magic-user encounters will be with a magic-user of 7th to 12th level (roll 1d6+6) and 1d4 henchmen: either apprentice magic-users (roll 1d6 for level) – 45% chance, fighter guards (roll 1d4 + 3 for level) – 30% chance or a mixture of the two (25% chance providing that there is more than one henchman accompanying the magic-user. Magic-users wish to mind their own affairs and like others to do likewise.



Mercenary: Mercenary encounters are with 3d4 nondescript men. There will be a 1st level fighter for every 3 0-level NPCs and a 2nd to 5th level leader (roll 1d4+1 for level) if there are 10 or more mercenaries encountered. There is a 70% likelihood that they are already in the employ of someone.

Merchant: Merchant encounters are with 1d3 purveyors or factors in the daytime, but at night there will be 2d4 mercenary guards with the merchant(s) if the encounter is in a dangerous sector. Guards will be 0-level, with one leader (a fighter of 1st to 4th level. A merchant will fear robbery but is 10% likely to have useful knowledge for a price. 10% of merchants encountered will be rich, thus indistinguishable from an important city official or noble.

Monk: Monk encounters will be with a single monk of 7th to 10th level (1d6+4). The monk might appear as a beggar or other character. The business of the monk is typically that of travelling from point A to point B.

Night Hag: Night hag encounters are treated similar to extraplanar creature encounters, i.e. the area must suit the encounter. From 1 to 2 night hags will be encountered.

Noble: Noble encounters are with a nobleman (75%) or noblewoman (25%). A noble will have 1d4 guards of 1st to 4th level fighting ability and 1d2 servants with him. A noblewoman will have a sedan chair, carriers and linkboys (at night) 75% of the time. Noblemen can easily be mistaken for important city officials or very rich merchants; noblewomen can likewise be mistaken for an important city officials, very rich merchants, or procuress. Any insult will be taken seriously. Nobles are 50% likely to be: fighters (70%), clerics (20%), or thieves (10%) of 5th to 12th level of ability (1d8+4).

Paladin: Paladin encounters will be with a paladin of 6th to 9th level of ability (1d4+5). The paladin will be indistinguishable from any other fighter.

Pilgrim: Pilgrim encounters are with 3d4 persons bent upon a journey to some religious or quasi-religious site. The alignment of pilgrims is variable, but that of a group is always homogeneous. For every 4 pilgrims there will be 1 of unusual type (cleric, fighter, etc.). As pilgrims are nondescript, it is quite probable that they can be confused with other groups (bandits, laborers, and so on).

Press Gang: Press gang encounters will involve 2d8 burly sailors or soldiers armed with swords but wielding clubs. Gang members will be 1st level, with one leader of level 2-5 (1d4+1). Outnumbered or incapacitated characters may be "shanghaied" into the local navy or militia.

Rake: Rake encounters are with 1d4+1 young gentlemen fighters of 4th to 10th level (2d4+2). The rakes will always be aggressive, rude, and sarcastic. There is a 25% chance they will be drunk.

Rakshasa: Rakshasa encounters are treated the same as extraplanar creature encounters, i.e. the area must suit the encounter. 1d3 will be encountered.

Ranger: Ranger encounters will be with a ranger of 7th to 10th level (d4+6). The ranger will be indistinguishable from any other fighter.

Ruffian: Ruffian encounters will be with 1d6+6 ne'er-do-wells of shabby appearance and mean disposition. They will be 2nd level fighters armed with clubs and daggers. There is a 5% chance per ruffian encountered that an assassin of 5th to 8th level will be with the group. All weapons will be concealed.

Shadow: Shadow encounters are treated the same as extraplanar creature encounters, except that there is a small likelihood of shadows being encountered in any deserted place. 2d4 shadows will be encountered.

Spectre: Spectre encounters are treated in the same fashion as those with a ghost. 1d3 spectres will be encountered.

Thief: Thief encounters will be with an 7th to 10th level thief (d4+6) with 1d3-1 apprentices of 1st to 4th level. If there is but 1 thief, he or she will be

an adventurer, merely stopping for a short time in the city or town. Other thieves encountered will be on guild business, or "working", or both.

Tradesman: Tradesman encounters are with 2d4 nondescript tradesmen (smiths, coopers, etc.) on their way to or from their work. They are greatly valued citizens and generally friendly with city guards and watch.

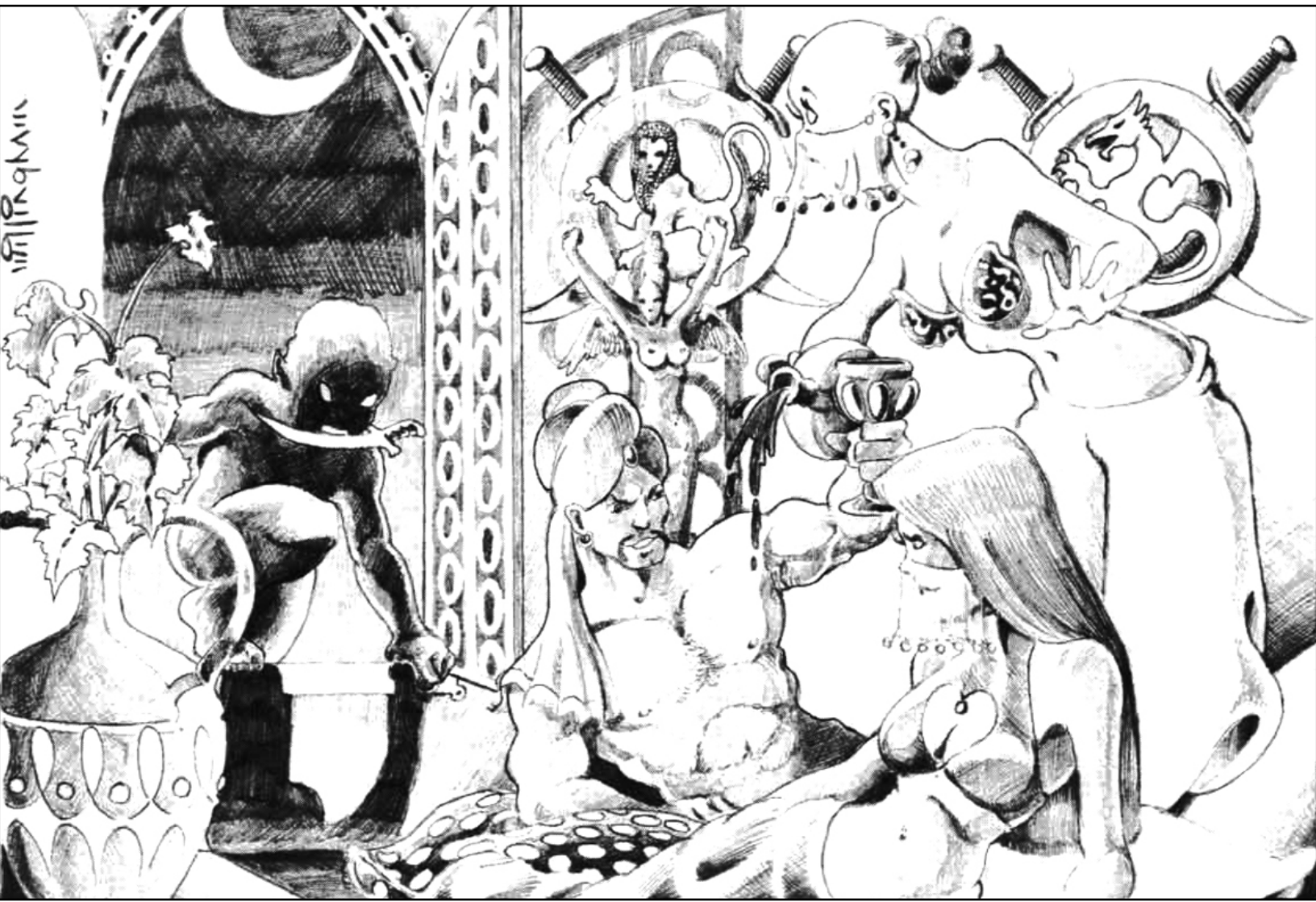
Wererat: Wererat encounters will be with 1d4+1 of the creatures. In daylight, it is 90% likely that the wererats will be in human form, at night it is 50% likely they will be in human form, 50% for giant rat form. Wererats can be any type of human, if desired. They will intelligently try to set up, ambush, or otherwise react to the encountering party.

Weretiger: Weretiger encounters will be with 1 or 2 weretigers. All day, and 90% of the night, encounters will be with creatures in their human form. The weretiger(s) will be 90% likely to be temporary residents of the city or town and on some errand rather than seeking to prey upon passers-by.

Werewolf: Werewolf encounters are with 1d4+1 werewolves. All day, and 50% of the night, encounters will be with creatures in their human form. The werewolves will generally be seeking prey, although there is a 20% chance that they will be on some special errand and ignore the encountered party.

Wight: Wight encounters are the same as ghost encounters, except that 1d4+1 wights will be encountered.

Will o' Wisp: Will o' wisp encounters are the same as ghost encounters, except 1d2 will-o-wisps can be encountered.



Wilderness Encounter Tables

Terrain Guide

Desert:	Barrens, flat, waste
Forest:	Copses, groves, jungle, rainforest, woods
Hills:	Bluffs, dunes, ridge, gorge, rift, valley, canyon
Mountains:	Glacier, mesa, tor
Plains:	Downs, heath, meadow, moor, prairie, savanna, steppe, tundra
Pond:	Lake, pool, tarn
Rough:	Badlands
Scrub:	Brackens, brush, bush, thickets, veldt
Swamp:	Bog, fen, marsh, mire, morass, quagmire, slough

These tables cover 6 main areas: cold wilderness (including arctic and subarctic), cold civilized regions, temperate wilderness, temperate civilized regions, warm (including tropical and subtropical) wilderness, and warm civilized regions. Civilized regions include inhabited and patrolled areas. Each of the 6 main areas is subdivided into mountains, hills and rough terrain, forest, swamp and marsh, plains and scrub, and desert.

Encounters in each terrain are typical to it. Feel free to modify or replace these tables, using the suggestions in the section on creating tables on pages 37-39. See page 40-41 for guidelines concerning both the frequency of encounter checks and likelihood of facing an encounter.

This symbol denotes areas including ruins (cities, temple, etc.) within 5 miles of the party.

Monsters listed together are equally likely to occur unless specified otherwise. Monsters in *italics* are 75% likely to be airborne when encountered.

NPC parties in the wilderness will often be near the adventuring group in number, level, and equipment. Otherwise the typical NPC party will be 7th to 10th level, with henchmen of approximately half (round up) their character level. Such parties are 90% likely to be mounted. 10% of wilderness ogre encounters are with ogre magi. 10% of gnoll wilderness encounters are with flind.

Aerial Encounters

2d10 Roll	Encounter
2	<i>Gorgimera</i>
3	<i>Dragonne</i>
4	<i>Pegasus</i>
5	<i>Lammasu</i> or <i>couatl</i>
6	<i>Hawk, blood</i> or <i>giant wasp</i>
7	<i>Owl, giant</i> or <i>giant hornet</i>
8	<i>Eagle, giant</i> or <i>hippogriff</i>
9	<i>Eagle</i> or <i>griffon</i>
10	<i>Hawk, large</i> or <i>small</i>
11	<i>Common bird</i> or <i>bat</i>
12	<i>Common bird</i> or <i>owl</i>
13	<i>Harpy</i> or <i>gargoyle</i>
14	<i>Manticore</i> or <i>urd</i>
15	<i>Aarakocra</i> or <i>margoyl</i>
16	<i>Ogre mage</i> or <i>wyvern</i>
17	<i>Chimera</i>
18	<i>Kir-in</i> or <i>roc</i>
19	DM Special
20	DM Special

Bats are usually encountered only at night. Owls are usually encountered at night or in forests. Common birds include ducks, parrots, ravens, seagulls, sparrows, swans, and so on.

Special encounters include dragons, geniekind, invisible stalkers, sphinxes, aerial servants, air elementals, and so on. Other special encounters include missile fire from the ground or special aerial patrols (e.g. elven knights mounted on hippogriffs).

Inhabited or Patrolled Area Encounters

2d10 Roll	Encounter
2	Wilderness Table
3	Wilderness Table
4	Patrol
5	Patrol or NPC party
6	Pilgrim or traveler
7	Freeman or peasant
8	Freeman or peasant
9	Patrol
10	Patrol or wolf
11	Merchant
12	Merchant
13	Bandit
14	Herd animal
15	Orc or raider
16	Bear, black or gnoll
17	Boar, wild or berserker
18	Ogre
19	DM Special
20	DM Special

Cold Wilderness Encounters

Arctic Encounters (All Terrain Types)

2d10 Roll	Encounter
2	pudding, white
3	<i>Dragon, white</i>
4	Remorhaz
5	<i>Owl, giant</i>
6	Snake, constrictor
7	Herd animal
8	Herd animal
9	Herd animal
10	Tribesman
11	Bear, polar
12	Blizzard or unsafe ice
13	Wolf
14	Giant, frost
15	Yeti
16	Toad, ice
17	Wolf, winter
18	Wolf, winter
19	DM Special
20	DM Special

Subarctic Forest

2d10 Roll	Encounter
2	Treant or obliviax
3	Ogre mage
4	Bear, cave
5	Rat, giant
6	Berserker or NPC party
7	Tribesman
8	Weasel, giant, or giant wolverine
9	Herd animal
10	Oliphant
11	Bear, brown
12	Lynx, giant, or tiger
13	Wolf
14	Ogre or troll
15	Lycanthrope, wereboar or giant boar
16	<i>Owl, giant</i> or lycanthrope, werefox
17	Giant, frost
18	Troll, 2-headed
19	DM Special
20	DM Special

Subarctic Plain or Scrub

2d10 Roll	Encounter
2	<i>Dragon, white</i>
3	Snake, poisonous
4	Mammoth or mastodon
5	Bear, brown
6	Berserker or NPC party
7	Tribesman
8	Tribesman
9	Herd animal
10	Herd animal
11	Oliphant
12	Wolf
13	Ogre
14	Tiger
15	Giant, frost, or lycanthrope, wereboar
16	Gnoll
17	<i>Owl, giant</i> or giant boar
18	Remorhaz
19	DM Special
20	DM Special

Subarctic Mountains

2d10 Roll	Encounter
2	Gnome or mountain dwarf
3	<i>Dragon, white</i>
4	Hell hound or sylph
5	Tribesman or NPC party
6	Gnoll
7	Verbeeg
8	Bear, cave
9	Herd animal
10	<i>Owl, giant</i> or galeb duhr
11	Wolf
12	Ogre or ogre mage
13	Troll or 2-headed troll
14	Giant, frost
15	Wolf, winter
16	Remorhaz
17	Yeti
18	Lion, spotted
19	DM Special
20	DM Special

Subarctic Rough or Hill

2d10 Roll	Encounter
2	<i>Dragon, white</i>
3	Remorhaz
4	Bear, brown
5	Gnoll
6	<i>Owl, giant</i> or giant rat
7	Bear, cave
8	Tribesman or NPC party
9	Verbeeg
10	Tiger
11	Wolf
12	Wolf
13	Herd animal
14	Herd animal
15	Troll
16	Giant, frost
17	Wolf, winter
18	Hydra, cryo-
19	DM Special
20	DM Special

Subarctic March or Swamp

2d10 Roll	Encounter
2	<i>Dragon, white</i>
3	<i>Dragon, white</i>
4	Wolf, winter
5	Oliphant
6	Rat, giant
7	Wolf
8	<i>Owl, giant</i>
9	Gnoll
10	Gnoll or flind
11	Herd animal
12	Herd animal
13	Tribesman
14	Troll or ogre mage
15	Troll, 2-headed or ettin
16	Hydra, cryo-
17	Toad, ice
18	Toad, ice
19	DM Special
20	DM Special

Temperate Wilderness Encounters

Temperate Plain or Scrub

2d10 Roll	Encounter
2	Elf, grey
3	<i>Wyvern (gold dragon 10%)</i>
4	Bear, brown
5	Spider, large, or ankheg (3-4 HD)
6	Jackal (jackalwere 10%)
7	Boar, wild (wereboar 10%)
8	Dog, wild or worg
9	Wolf
10	Herd animal
11	Nomad or merchant
12	Nomad or NPC party
13	Horse, wild
14	Orc
15	Hobgoblin
16	Aerial encounter
17	Ogre (hill giant 10%)
18	Snake, poisonous, or troll
19	DM Special
20	DM Special

Temperate Forest

2d10 Roll	Encounter
2	Elf, wood (gnome 10%)
3	Wyvern or green dragon
4	Lycanthrope, weretiger or criosphinx
5	Badger, giant, or giant weasel
6	Worg or giant skunk
7	Owl, giant or stirge
8	Wolf or brown bear
9	Tribesman (NPC party 10%)
10	Choke creeper or hangman tree
11	Mammal, small, or tribesman
12	Kobold
13	Orc
14	Bugbear or ogre
15	Ettin or treant
16	Spider, giant (ettercap 10%)
17	Beetle, stag or bombardier
18	Owlbear or ghoul
19	DM Special
20	DM Special

Temperate Rough or Hill #

2d10 Roll	Encounter
2	Wyvern or black dragon
3	Lycanthrope, werewolf or wolfwere
4	Bear, brown, or giant badger
5	Snake, poisonous or spitting
6	Lion, mountain, or ant lion
7	Horse or herd animal
8	Gnome or mountain dwarf
9	Tribesman (NPC party 10%)
10	Griffon or hippogriff
11	Orc or gnoll
12	Hobgoblin or goblin
13	Wolf or worg
14	Bugbear or ogre
15	Aerial encounter
16	Ghoul, huecuva, or wight
17	Spider, large, or troll
18	Verbeeg or hill giant
19	DM Special
20	DM Special

Temperate Marsh or Swamp

2d10 Roll	Encounter
2	Dragon, black
3	Behir
4	Toad or frog, poisonous
5	Toad or frog, giant
6	Lizard, giant
7	Muckdwellers or NPC party
8	Tribesman or merchant
9	Troglodyte
10	Bullywug
11	Hobgoblin or giant leech
12	Lizard man
13	Gnoll or giant sundew
14	Snake, constrictor or poisonous
15	Ghoul or ghast
16	Troll or shambling mound
17	Will o' wisp
18	Hydra or yellow musk creeper
19	DM Special
20	DM Special

Temperate Mountain

2d10 Roll	Encounter
2	Dragon, copper or red
3	Bear, cave, or hydra
4	Gnome or mountain dwarf
5	Bear, brown, or lycanthrope, werebear
6	Bugbear
7	Aerial encounter
8	Wolf or worg
9	Tribesman (NPC party 10%)
10	Badger, giant, or giant eagle
11	Giant, hill
12	Giant, stone or fomorian
13	Ogre or troll
14	Hobgoblin or orc
15	Ghoul or wight
16	Verbeeg or galeb duhr
17	Will o' wisp (sylph 10%)
18	Giant, frost or fire
19	DM Special
20	DM Special

Temperate Desert

2d10 Roll	Encounter
2	Wyvern or blue dragon
3	Dragon, brass or copper
4	Hydra or hydra, pyro-
5	Sandling
6	Lizard, giant
7	Horse, wild
8	Dog, wild
9	Nomad or NPC party
10	Nomad or dervish
11	Merchant
12	Lion
13	Goblin or hobgoblin
14	Wolf
15	Snake, poisonous or spitting
16	Spider, large, or ant lion
17	Aerial encounter
18	Pegasus or griffon
19	DM Special
20	DM Special

Temperate Sylvan Setting

2d10 Roll	Encounter
2	Elf, grey
3	Dryad or swanmay
4	Sprite or pixie
5	Bear, brown or giant boar
6	Brownie or leprechaun
7	Pegasus or unicorn
8	Korred or leopard
9	Ogre or minotaur
10	Pilgrim or tribesman
11	Centaur or elf, wood
12	Satyr or wolf
13	Badger, giant, or giant weasel
14	Bandit or small mammal
15	Troll or lion
16	Ettin or Ettercap
17	Manticore or basilisk
18	Chimera or harpy
19	DM Special
20	DM Special

Tropical or Subtropical Plain or Scrub

2d10 Roll	Encounter
2	Jackalwere
3	Scorpion, giant
4	Dog, wild, or wolf
5	Hyena or cheetah
6	Aerial encounter
7	Bandit (slaver)
8	Merchant
9	Herd animal
10	Herd animal
11	Elephant
12	Baboon
13	Tribesman or NPC party
14	Lion
15	Leopard or jackal
16	Snake, poisonous or spitting
17	Hyena
18	Ant, giant, or ant lion
19	DM Special
20	DM Special

Tropical or Subtropical Forest

2d10 Roll	Encounter
2	Scorpion, giant
3	Lycanthrope, weretiger or couatl
4	Naga, spirit, or criosphinx
5	Stirge or giant centipede
6	Choke creeper or trillflower frond
7	Spider, huge or giant
8	Tribesman or bandit (slaver)
9	Tribesman or NPC party
10	Elephant or baboon
11	Tiger or lion
12	Ettercap or forest rapper
13	Snake, constrictor or poisonous
14	Jaguar or leopard
15	Herd animal
16	Ape, carnivorous or rhino beetle
17	Toad, giant or poisonous
18	Tasloi or yuan-ti
19	DM Special
20	DM Special

Tropical or Subtropical Rough or Hill #

2d10 Roll	Encounter
2	Rakshasa
3	Scorpion, giant, or ant lion
4	Mantrap
5	Boar, warthog, or elephant
6	Dog, wild, or wolf
7	Lizard, minotaur
8	Bandit (slaver) or mongrelmen
9	Merchant or NPC party
10	Baboon or carnivorous ape
11	Tribesman
12	Herd animal
13	Herd animal or lion
14	Hyena or jackal
15	Aerial encounter
16	Tiger or hieracosphinx
17	Lycanthrope, weretiger or yuan-ti
18	Snake, spitting
19	DM Special
20	DM Special

Tropical or Subtropical Marsh or Swamp

2d10 Roll	Encounter
2	Tiger, sabre-tooth
3	Yuan-ti
4	Toad, giant or poisonous
5	Crocodile
6	Herd animal
7	Herd animal
8	Frog, giant or poisonous
9	Tribesman or NPC party
10	Lizard man
11	Bullywug
12	Snake, constrictor or poisonous
13	Centipede, giant or megaloleech
14	Leech, giant
15	Hydra or shambling mound
16	Lizard, giant, or muckdweller
17	Behir or minotaur lizard
18	Zombie, ju-ju
19	DM Special
20	DM Special

Tropical or Subtropical Mountain

2d10 Roll	Encounter
2	Pyrolisk
3	Cockatrice
4	Pilgrim or merchant
5	Herd animal
6	Herd animal
7	Aarakocra
8	Cyclopskin
9	Tribesman
10	Tiger or leopard
11	Dog, wild, or wolf
12	Medusa
13	Bandit (slaver)
14	Aerial encounter
15	Rakshasa or roc
16	Snake, poisonous
17	Yuan-ti or galeb duhr
18	Manticore (sylph 10%)
19	DM Special
20	DM Special

Tropical or Subtropical Desert

2d10 Roll	Encounter
2	Djinn or efreet
3	Ant lion or sandling
4	Leopard or spirit naga
5	Camel, dromedary
6	Lion
7	Aerial encounter
8	Bandits (slavers)
9	NPC party or pilgrims
10	Nomad or dervish
11	Nomad or merchant
12	Jackal
13	Dog, wild or death
14	Snake, poisonous or spitting
15	Toad, giant or fire
16	Aerial encounter
17	Scorpion, huge or giant
18	Dragonne or brass dragon
19	DM Special
20	DM Special

Special Wilderness Encounter Tables

DMs should either choose a creature based on the party level or roll randomly. A special encounter can also be a natural hazard (storm, avalanche) or an encounter with a known NPC.

Cold or Temperate Regions

D% Roll	Encounter
01	Aerial servant
02-06	Bandit
07	Basilisk
08	Basilisk, greater
09	Beholder or eye of the deep
10-12	Berserker
13-14	Brownie
15	Bulette
16-17	Chimera
18-19	Couatl
20-21	Displacer beast
22-23	Dog, blink
24	Doppelganger
25	Dracolisk
26	Dragon, black
27	Dragon, blue
28	Dragon, brass
29	Dragon, bronze
30	Dragon, copper
31	Dragon, gold
32	Dragon, green
33	Dragon, red
34	Dragon, silver
35	Dragon, white
36	Dragonne
37	Geniekind (djinn or jann)
38	Geniekind (efreet or marid)
39	Giant, cloud
40	Giant, storm
41	Giant kin, firbolg
42	Gorgimera
43	Gorgon
44	Groaning spirit
45	Guardian
46	Hag, annis
47	Hag, green
48-49	Harpy
50	Hornet, giant
51-53	Imp
54	Invisible stalker
55	Kenku
56	Ki-rin
57	Lammasu
58	Lich
59-60	Lycanthrope, werebear

D% Roll	Encounter
61-62	Lycanthrope, wereboar
63	Lycanthrope, werefox
64-65	Lycanthrope, weretiger
66-68	Lycanthrope, wererat
69-70	Lycanthrope, werewolf
71-72	Manticore
73-80	Men, patrol
81	Naga, guardian
82	Naga, spirit
83-84	Owl, talking
85	Pegasus
85	Poltergeist
87-88	Pseudodragon
89	Rakshasa
90	Rot grub
91	Rust monster
92	Sphinx, andro-
93	Sphinx, gyno-
94-95	Spider, phase
96	Tarrasque
97-98	Wasp, giant
99	Will o' wisp
00	Xorn

Tropical or Subtropical Regions

D% Roll	Encounter
01	Aerial servant
02-05	Bandit (slaver)
06	Basilisk
07	Basilisk, greater
08	Beholder or eye of the deep
09	Bulette
10-11	Chimera
12-13	Couatl
14-15	Displacer beast
16-21	Dog, blink
22	Doppelganger
23	Dracolisk
24	Dragon, black
25	Dragon, blue
26	Dragon, brass
27	Dragon, bronze
28	Dragon, copper
29	Dragon, gold
30	Dragon, green

D% Roll	Encounter
31	Dragon, red
32	Dragon, silver
33	Dragon, white
34	Dragonne
35	Geniekind (djinn or jann)
36	Geniekind (efreet or marid)
37	Giant, cloud
38	Giant, storm
39	Gorgimera
40	Gorgon
41	Groaning spirit
42	Guardian
43	Hag, annis
44	Hag, green
45-46	Harpy
47	Hornet, giant
48-49	Imp
50	Invisible stalker
51	Kenku
52	Ki-rin
53-54	Lammasu (greater 10%)
55	Lich
56-57	Lycanthrope, weretiger
58-61	Lycanthrope, wererat
62-63	Manticore
64-65	Medusa, greater
66-74	Men, patrol
75	Men, lost civilization
76-77	Mind flayer
78	Mold, russet or vegepygmy
79	Naga, guardian
80	Naga, spirit
81-83	Owl, talking
84	Rakshasa
85	Rot grub
86	Rust monster
87	Sphinx, andro-
88	Sphinx, gyno-
89	Spider, phase
90	Tarrasque
91-92	Wasp, giant
93-94	Yuan-ti
95-00	Zombie, ju-ju



Underdark Encounter Tables

2d10 Roll	Encounter
2	Mold, russet
3	Phycomid or ascomid
4	Trapper or purple worm
5	Mold, brown, or violet fungus
6	Xorn
7	Myconid or lurker above
8	Roper or neo-otyugh
9	Otyugh or tunnel worm
10	Jermaine or osquip
11	Shrieker or unusual fungus

2d10 Roll	Encounter
12	Troglodyte or kuo-toa
13	Mold, yellow, or giant slug
14	Draw or duergar
15	Draw or drider
16	Umber hulk or slithering tracker
17	Aboleth or mind flayer
18	Beholder or gas spore
19	DM Special
20	DM Special

Unusual fungi have a special property assigned by the DM, such as being exceptionally nourishing, giving off light, curing damage or disease, neutralizing poison, causing strength or weakness if eaten, repelling certain creatures, etc.

DM Specials include trained hunting spiders, pack lizard trains, ochre jellies of twice normal size, etc.

Extraplanar Encounter Tables

Astral Plane Encounters

2d10 Roll	Encounter
2	Shedu, greater
3	Kir-in
4	Githzerai
5	Shedu
6	Deva, astral
7	Aerial servant
8	Cerebral Parasite
9	Nightmare
10	NPC party**
11	Slaad, red, blue, or grey
12	Rakshasa
13	Yugoloth, guardian
14	Illithid
15	Invisible stalker
16	Githyanki
17	Basilisk, greater
18	Slaad, death
19	DM Special
20	DM Special

Psychic Wind

While navigating the Astral Plane there is a 5% of encountering the Psychic Wind. The effects of these forces are determined before further encounters are diced for, as the Psychic Wind may change the number of encounters faced on the Astral Plane.

D20 Roll	Effect
1-12	Slows travel only, incurs 1 additional check for random encounter.
13-16	Blows off course, and party is lost for 2d10 days, then must return to the starting place.
17-19	Blows off course so that party arrives at a different destination as determined by random method.
20	Storm blows. Each party member must make a DC 15 Charisma Saving Throw or suffer a severed silver cord, resulting in irrevocable death*. Those saving are lost for 4d10 days and must return to the starting place thereafter.

* Ignore the need for this Saving Throw if astral projection does not involve a silver cord attachment

Border Ethereal Encounters

2d10 Roll	Encounter
2	Elemental, water
3	Elemental, fire
4	Elemental, air
5	Elemental, earth
6	Salamander
7	Ghost or groaning spirit
8	Cockatrice* or couatl
9	NPC party**
10	Djinn or efreet
11	Basilisk* or kir-rin
12	Gorgon* or lammasu
13	Medusa* or spider, phase
14	Invisible stalker
15	Xorn
16	Jann or marid
17	Aerial servant
18	Ethereal cyclone
19	DM Special
20	DM Special

The Ether Cyclone

While navigating the Ethereal Plane there is a 5% of encountering the Ether Cyclone. The effects of these forces are determined before further encounters are diced for, as the cyclone may change the number of encounters faced on the Ethereal Plane.

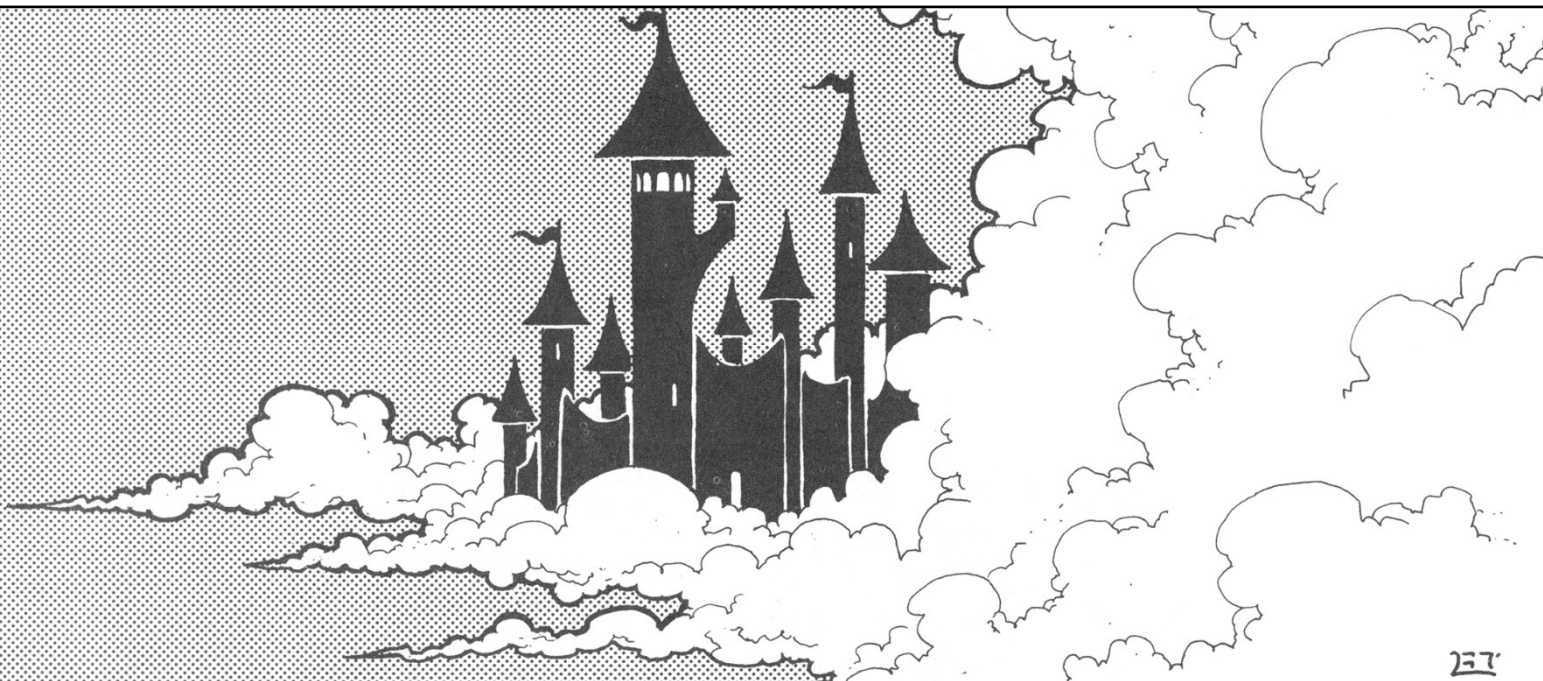
D20 Roll	Effect
1-10	Slows travel only, incurs 1 additional check for random encounter.
11-15	Blows to different plane than that the party is on or desires to travel to; usual encounter checks must be made.
16-18	Blows so as to cause party to be lost for 5d12 days, and when no longer lost the party will arrive at a different plane as determined by random means.
19-20	Storm cyclone causes party to be lost for 10d12 days and, unless the caster who initiated ethereal travel makes a DC 20 Concentration Check, the party is blown to the Astral Plane. If a save is successful, the party will still arrive at a randomly determined plane touched by the ether.

Ethereal Encounters

2d10 Roll	Encounter
2	Intellect devourer
3	Salamander
4	Thought eater or aerial servant
5	Groaning spirit
6	Couatl
7	Deva, monadic
8	Nightmare
9	Lammasu
10	NPC party**
11	Genie-kind
12	Cerebral Parasite
13	Ghost
14	Xag-ya or xeg-yi
15	Spider, phase
16	Apparition
17	Shedu, greater
18	Ethereal cyclone
19	DM Special
20	DM Special

* The perceptions and special attack form of this creature extend into the border Ethereal place. The creature itself is on the Prime Material; if a Prime Material encounter is not possible, the encounter is ignored.

** The NPC party section is used with the following modifications: Part size is 1-6 with no class restrictions. One cleric will always be present, and at least one magic-user if party size is two or more. Levels are 9-18 (1d10+8).



APPENDIX M: EXPANDED DOMAIN MANAGEMENT

For most Advanced Dungeons & Dragons games, the rules for Lifestyle Expenses rules (page 21) and Bases of Operation (pages 167-168) will suffice when determining the expenses and complications involved in establishing and maintaining a stronghold.

For games that require an in-depth treatment of domain events, these rules may be used in place of the Recurring Expenses and Domain Events provided on page 168. The guidelines for establishing a base of operation (page 167) may be used, without modification, with these the expanded domain management rules.

Domain

A piece of land that is owned and ruled is called a domain. It may be of any size, and the ruler can be either a player character (PC) or an NPC. A domain could be a small tower on an acre of land, or a mighty empire with thousands of people. All PC ruled strongholds are domains.

Most domains are part of larger territories; the ruler of the domain typically swears an oath of service and fealty to a greater ruler. In European settings the smallest domain is called a barony. A larger area, that contains two or more baronies, is called a "greater domain," and may have any of several names (county, duchy, kingdom, etc.).

Basic Information

When a domain is established, the DM must determine details of its size, location, population, and resources. When this is done, he can determine the domain income. Changes in population, income, and so forth are checked once per month (of game time).

Size: New domains usually cover 30 miles (1 map hex). Larger domains are certainly possible, but a PC should start with a small one at best.

Location: Every map hex of land is one of three basic types:

Civilized:	Well-settled lands
Wilderness:	Unsettled lands
Borderlands:	Between the above

The DM should decide what type each hex of land is as needed. When starting with a map of major terrain features, cities, and towns, the following guidelines may be used to determine which type each hex could be, based on terrain:

Desert:	Borderland or wilderness*
Forest:	Any type
Hills:	Any type
Jungle:	Borderland or wilderness
Lake:	Wilderness**
Mountain:	Wilderness or borderlands***
Ocean:	Wilderness**
Plains:	Any type
River:	Any type
Settled:	Civilized or borderland
Swamp:	Borderland or wilderness

* An oasis allows for civilized lands

** Shoreline and/or submerged settlements can exist in these areas

*** May be civilized if they contain a dwarven stronghold

Apply the following guidelines, based on the towns and cities placed (unless limited by terrain):

1. Demihuman settlements are considered civilized, regardless of population.
2. Any area within 12 miles of a city or large town is civilized.
3. An area 24+ miles away from a civilized area is a borderland.
4. All other areas are wilderness.

These notes are guidelines, and the DM is not limited to the ranges given. An area may actually contain no cities or large towns at all, and still be considered "civilized."

Population: Peasant families are needed in every domain, to work and settle the land. As an average, each peasant family has five productive members. The normal "starting number" of peasant families present varies by the type of map hex:

Civilized:	1d100 x 50 families per hex
Wilderness:	1d10 x 10 families per hex
Borderlands:	2d6 x 100 families per hex

Each month, the population will grow by itself, at a rate determined by the number of families present:

Population (Families)	Monthly Increase
1-100	+25%
101-200	+20%
201-300	+15%
301-400	+10%
401-500	+5%
501+	+1% to 5%

Note: Any hex may gain or lose 1-10 families per month for any of many reasons (accidents, weather, good or bad harvests, etc.). Roll 1d20 to determine how many families or gained or lost each month:

D20 Roll	Result	D20 Roll	Result
1	-10 families	11	+1 family
2	-9 families	12	+2 families
3	-8 families	13	+3 families
4	-7 families	14	+4 families
5	-6 families	15	+5 families
6	-5 families	16	+6 families
7	-4 families	17	+7 families
8	-3 families	18	+8 families
9	-2 families	19	+9 families
10	-1 family	20	+10 families

Domain Resources: Every domain has natural resources - either animal, mineral, or vegetable. The exact type can vary widely. Peasants use and provide resources, and the ruler gains tax income from them.

First, select or randomly determine (using 1d10) the number of resources in the domain. For domains larger than 1 (30-mile) map hex, this may be applied to each hex. Next, select or randomly determine (using 1d10) the type of resource. When selecting, consider the location of the domain and its terrain; for example, a desert has very few vegetable resources.

D10 Roll	Resources Gained	D10 Roll	Resources Gained
1	1 resource	1-3	Animal*
2-7	2 resources	4-8	Vegetable**
8-9	3 resources	9-10	Mineral***
10	4 resources		

* Animal resource include dairy, fat and oil, fish, fowl, furs, herds, bees (honey and wax), horses, ivory.

** Vegetable resources include farm produce, foodstuffs, oil, fodder, wood and timber, paper, wine.

*** Mineral resources include copper, silver, gold, platinum, iron, lead, tin, gemstones, tar and oil, clay, stone quarry, coal.

Domain Administration

The ruler of a domain sets all laws and tax rates, and controls as much of the lives of the peasants as desired. The ruler's liege normally leaves all matters in the hands of the local ruler, without interfering except in the most extreme cases. The greater ruler expects stability and very little else.

A domain ruler is chief judge and lawmaker. A ruler holds various "courts" for formal occasions. In a court of law, criminal cases are judged. Courts of honor are held, in which awards of all types are given out. A court of welcome is held to honor visitors, especially nobles. Failure to properly honor a visiting noble is a direct insult; failure to honor a liege is treason.

Peaceful administration of the domain is often left to a seneschal, a representative of the ruler. In time of war, the seneschal puts his abilities at the service of the castellan or other military commander designated by the ruler. A "ruling council" is made up of various advisors, each with his own area of authority.

Domain Income

Each domain ruler receives income from three sources: standard income, resource income, and tax income.

1. Standard income is service equal to 10 gp per month per peasant family. This is not money; it is the value of services and materials from various sources (used for paying taxes to one's liege, for holidays, and visiting nobles). Peasants work the ruler's fields, raise and tend animals, act as servants, build the roads, repair buildings, and so forth. This simplified game mechanic is used to represent many aspects of medieval life.
2. Tax income is normally 1 gold piece per month per peasant family, paid in cash. The exact tax rate is set by the ruler, but higher or lower taxes can cause various problems (see "Confidence Level").
3. Resource income varies by the type of resources, as follows:

Animal:	2 gp per peasant family
Mineral	3 gp per family
Vegetable	1 gp per family

When an existing domain is obtained, income starts immediately. When a new domain is created, all incomes begin after one month.

One other type of income applies to any ruler of more than one domain - income from the lesser rulers who have sworn fealty to the player character, sometimes called "salt tax." Each ruler, including player character, must pay 20% of all income to his or her liege (a ruler of a greater domain).

Domain Income and XP: PC rulers gain experience points through rulership, by collecting resource and tax income from their peasant subjects. A PC or NPC ruler gains 1 experience point for each 1 gold piece of resource and tax income, but none for standard income or "salt tax" income.

Experience points are gained at the end of each month. As DM, you may want to make the PC work for the experience points - by fighting monster, battles, worrying about drought, etc.

Example: A PC swears fealty to an NPC count, and receives an existing wilderness barony of one map hex. It has 200 peasant families, with 1 mineral and 1 animal resource. The player decides to use the standard tax rate. In the first month, the PC baron receives 3,200 gp worth of income: 2,000 gp of Standard income, 1,000 gp of Resource income, and 200 gp of Tax income. For that month, the PC gains 1,200 XP from domain rule. However, if the PC does nothing in the game, he should receive less experience points.

During the second month, the population increases by 40 families (20% of 200), and 5 others come of age (by random roll), for a new population of 245 families. The total income for the second month is 3,920 gp: 2,450 gp of standard income; 1,225 gp resource income; 245 gp tax income. The experience point total for the second month is 1,470.

Modify this procedure as needed to maintain game balance. PCs should not gain vast amounts of XP by avoiding adventures! A PC should gain no more than 1 level of experience for 12-18 months of rulership (not counting XP from adventures).

PC overlords gain no XP for the payments from their lesser rulers (the salt tax). These payments are usually in the form of troops or merchandise but may be cash. This income has already been credited to the local ruler (for XP purposes) and cannot be counted as XP for other rulers.

Note that the experience points earned by NPCs are always half the amount given to PCs, whether from adventures, rulership, or other activities.

NPC rulers may thus rise in level (and power) as time passes, but not as fast as a PC. Some Dungeon Masters may object to a PC receiving experience for passively remaining in a domain. There are ways to discourage PC inactivity.

The DM could increase the chance of a coup by 10% for every year the PC stays in his domain (or 5% for every month). Alternately, the DM may apply double the normal chance for Unnatural Events per game month. Make sure the players know of these penalties in advance.

Notes: The following are clarifications for use in determining domain income and XP gained for special situations:

- Rich Resources: Any domain hex that brings in more than 15,000 gp of resource income must have its own local ruler, lord of that

hex alone. Otherwise, part of the resources (1d10x10%) are stolen by bandits, greedy peasants, nearby rulers, or other individuals who covet the wealth. The wealthy hex and its ruler may be part of a greater domain ruled by a PC; the PC gains 20% of the income generated thereby, though not the experience for it.

- Limit Family Skills: Each family may work only one resource.
- Resource Maintenance: All the resources in an area must be worked. Animal and vegetable resources cannot be ignored in favor of total exploitation of a mineral resource; such a method of rulership would bring rebellion. Each resource should be supported by at least 20% of the total number of families in the hex. Many peasant families prefer farming to mining and would strongly resent being forced into the mineral trade. If the peasant populace is forced to mine, apply a penalty against the next domain confidence check of -1 per 10 families greater than 50% of the total population so forced.

Record Keeping: The player should now have notes on the location, size, and population of the domain, the number and type of resources, the three incomes, a total income per month, and total experience gained per month. The income is added to a domain treasury, kept by the character.

Note that the treasury is a combination of cash, merchandise, and so forth. Merchandise is assumed to be sold when possible, using trade routes. The value of the treasury is used to pay for troops, new construction, and other things.

Only part of the treasury (20-50%) can be treated as cash during any one month, the rest is paid to the liege as tax. The PC may add cash to the treasury as desired.

The player should keep a record of each of the following domain details:

- Domain size and type of hex (each)
- Current population
- Number and type of resources
- Current treasury (both cash and total)



Domain Expenses

The overall cost of maintaining strongholds is assumed to have already been deducted for all incomes; no extra money need be spent for this by a PC ruler. However, other costs may occur that must be paid. All domain costs are subtracted from the domain treasury at the end of each game month.

First, if the domain is part of a greater domain, 20% of all income must be given to the higher ruler each month. Such "payments" are usually made in the form of military troops, and occasionally merchandise.

Second, 10% of all domain income should be paid to the theocracy (the local clerical order which is most prevalent). Although this is not absolutely required, it is highly recommended. If this "tithes" (tenth) is not paid, no cleric will be permitted to perform any service in that domain (including all forms of curing). If less is paid, certain services may be withheld; the theocracy has limited patience.

Other costs may include, but are not limited to, the following: advisors and other officials; entertaining visitors; holidays and feasts; troops; and tournaments.

- Visitors: Any ruler visiting a stronghold will expect to receive the services and comforts of home. This can become quite expensive, especially during visits from nobles. See page 176 for more information on noble ranks and titles.

This basic cost is in gold pieces per day of visit; the cost includes all costs for supporting the noble's retinue. When more than one

noble visits at once, use the highest title applicable. For each titled visitor accompanying the higher ruler, add 50 gp to the cost. The cost includes one feast per day but does not include any gifts given to the visiting ruler (a common practice).

Title (or Equivalent)	Cost (GP/Day)
Baron	100
Viscount	150
Count	300
Marquis	400
Duke	600
Archduke	700
Prince	*
King	1,000
Emperor	1,500

* Cost is determined by the noble (domain) title plus 100 gp; e.g., a visit from a count prince costs 400 gp per day.

Remind players to consider these costs when characters visit their own lesser domains. A duke's week-long visit to a baron could put the poor baron deeply in debt.

Although peasants and other subjects of a domain are loyal only to their immediate ruler, they will obey a visiting noble unless the orders are contrary to the local ruler's general instructions and laws.

- **Holidays:** Either a noble ruler or the theocracy may declare a holiday. The holiday affects all within the realm; for example, a king's holiday is nationwide.

The cost of a holiday is deducted from the total income of the person declaring it (the clerical order's tithe, the overlord's 20%, etc.). If the holiday is declared by a count or lesser noble, the cost is 1 gold piece per peasant (5 gold pieces per peasant family). If declared by a duke or higher ruler, the cost is 2 gold pieces per peasant. The theocracy usually declares 2 holidays per year; the king (if any) usually declares one.

- **Troops:** One law of medieval society, perhaps the most important of all, is "support your liege." Failure to do so can mean loss of honor, loyalty, support, domain, and even life.

Each greater domain can expect military support (troops) from its lesser domains, at their expense. No set numbers or types of troops are required, but 20% of the total income must be given to, or spent for, the higher ruler; troops are an acceptable way of spending this income.

If war comes, the overlord issues a general call to arms. Each lesser domain must then contribute even more troops for the armies of the greater domain, possibly led by the lesser ruler. In addition, a peasant army (troop class: "poor") is raised in times of war, to help defend the homeland.

Normally, one-tenth of the total peasant population can "muster," joining the army. This number can be doubled if sorely needed, but the troop class then drops to "untrained." the only cost of a peasant army is a corresponding loss of income (of all three types). For example, if 20% of the peasants have mustered, the total income will only be 80% of normal for that month.

Domain Confidence Levels

A domain's confidence level is a measure of the populace's satisfaction with their ruler. Ranging from 1 to 500, the confidence level is checked each game year, and as often as needed otherwise. The current confidence level should be noted, along with the notes on population, income, etc.

The base confidence level of a domain equals the total of 151-250 (d% + 150), plus the total of all 6 of the ruler's ability scores. This level is the same at the beginning of each new year, regardless of changes or temporary adjustments during the year. Confidence levels are checked when:

1. A game year begins.
2. A pleasure or celebration expected by the populace is canceled or not conducted (see "Holidays," etc.).
3. A natural disaster occurs (see "Events" above).
4. An enemy military force enters domain territory.

5. Some other situation arises that could affect most of the domain (DM's discretion).

Do not roll dice when checking confidence levels. Simply apply the results given below for the current confidence level (possibly modified for the situation):

Ideal (450-500+)

Apply the following effects:

1. All income is 10% greater than normal.
2. Enemy spies have 75% chance of being secretly revealed to the ruler.
3. If a random check indicates a disaster (see the Events Table above) during the coming year, there is a 25% chance that it will not occur.
4. No changes to the confidence level of the domain will reduce the level below 400 for the next check.
5. Add 25 points to the confidence level for the next confidence check.

Thriving (400-449)

Apply effects 1, 2, and 3 given for "Ideal".

Prosperous (350-399)

Apply effects 1 and 3 given for "Ideal," and apply 2 with a 25% chance per agent.

Healthy (300-349)

Apply effect 1 given for "Ideal," and apply 2 with a 25% chance per agent.

Steady (270-299)

Apply effect 2 given for "Ideal," but with a 25% chance per agent.

Average (230-269)

No special notes apply.

Unsteady (200-229)

There is 1 chance in 6 that the confidence level will suddenly drop by 10%.

Defiant (150-199)

Apply the following effects:

1. Half of the peasants (2½ times the number of families) form a peasant militia (Use the War Machine mass combat system, from pages 244-251, as needed.)

Note: If a domain force is in any population center (town, village, etc.) equal to one-third of the number of peasants, the peasants in that area will not form a militia until the troops leave or attack.
2. Tax income is zero.
3. Standard income is half normal at best, or one-third normal in any area where a peasant militia exists.
4. Resource income is half normal at best, or one-third normal in any area where a peasant militia exists.
5. No neutral domains within or adjacent to the domain become involved unless attacked or provoked.

Rebellious (100-149)

Apply effects 1 and 2 as given for "Defiant." Apply effect 3, but with ¼ normal standard income. Apply effect 4, but with ¼ normal resource income. In addition, apply the following effect:

1. A -5 penalty applies to the confidence level for each game month in which it remains below 200.

Belligerent (50-99)

Apply effect 2 as given for "Defiant;" apply effect 3, but with one-quarter or no normal standard income. Apply effect 4, but with one-quarter or no normal resource income.

Apply effect 1 as given for "Rebellious," but with a - 10 penalty. In addition, apply the following effects:

1. All officials, trade caravans and parties of travelers will be attacked by bandits.
2. Any of the domain's forces moving within the domain will be attacked by peasant militia, bandits, enemy agents, deserters, or hostile demihumans.
3. All neighboring domains become hostile, forbidding trespassing and commerce; all treaties and agreements are revoked. There is a 50% chance that a neighboring, hostile domain will provide the peasants with military support.

Turbulent (1-49)

Apply all effects given for "Belligerent," but with double normal effects or 100% chance of all variables. In addition, apply the following effects:

1. All peasants are in open revolution; 95% of them join the peasant militia.
2. No income is obtained unless collected by force.
3. The confidence level of the domain can never rise to 100 or above until the ruler is removed.

Changing the Confidence Level

You may adjust the base number each month because of PC actions, events, and other factors as desired. A maximum bonus or penalty of 50 per month, or 10 per item is recommended.

Many things could cause a change in confidence level, including (but not limited to) the following: tax rates, number and titles of visitors, number of tournaments held, number of advisors, officials and rulers, population growth or loss, weather, number of holidays, changes in nearby domains, existence of bandits, wars, number and quality of magistrates and sheriffs, number and quality of military forces, number of strongholds, events of all types, and relations with demihumans nearby.

Changing Rulers: Though a ruler can appoint others to positions of authority, taking away titles is a bit more difficult. A change in noble rulers may cause a reaction based on the alignment of the deposed ruler. If the ruler was chaotic and/or evil, no reaction occurs among the ruled people. If the ruler was neutral, there is a 50% chance of a reaction. If the ruler was lawful and/or good, a removal reaction is automatic.

To find the exact reaction, roll 1d20, and compare the result to the domain confidence level, using the following table:

Confidence Level	D20 Roll			
	1-5	6-10	11-15	16-20
1-99	V	V	V	V
100-149	V	V	U	U
150-199	V	U	U	U
200-229	U	U	A	A
230-269	U	A	A	A
270-299	A	A	A	A
300-349	A	A	A	F
350-399	A	A	F	F
400-449	A	F	F	F
450-500+	F	F	F	F

V: Violent reaction from the peasants. Confidence level drops to 49 ("Turbulent") if not already there. Peasant militia forces attack all strongholds; assassination attempts, sabotage, and other effects are possible (DM's choice).

U: Unfavorable reaction from the peasants. Subtract 20 points from the confidence level (minimum 0) for the next check only.

A: Acceptable reaction from the peasants; no change.

F: Favorable reaction from the peasants. Add 20 points to the confidence level for the next check only.

Domain Events

At the beginning of each game year, when a confidence check is made, the DM can also select or randomly determine events (both natural and unnatural) to occur in the coming year. A percentage chance is given for each event to determine randomly. The DM may modify chances as desired.

Each domain should have 1d4 events per year. Random results should be modified for balance; four disasters in a single year could wipe out a domain, which is usually unfair.

Space does not permit detailed descriptions of events; those included here will help to stimulate the DM's imagination.

- Natural Events: All of the following depend on the terrain, location, and other details of the domain:

Event	% Chance
Comet	30
Death (official, ruler, hero, high priest)	10
Earthquake*	10
Explosion	10
Fire, minor	50
Fire, major*	10
Flood	10-50
Hurricane*	15
Market glut	20
Market shortage	25
Meteor strike*	1
Meteor shower	20
Plague*	25
Population change (double gain or loss)	20
Resource lost	10
Resource, new	10
Sinkhole	5
Storm	80
Tornado*	25
Trade route, lost	15
Trade route, new	15
Volcano*	2
Waterspout	25
Whirlpool	25

* A natural disaster

- Unnatural Events Table: The following are not based on nature:

Event	% Chance
Accidental death of official or noble	25
Assassination	10
Bandits	50
Birth in ruling family	20
Border skirmish	40
Cultural discovery	10
Fanatic cult	10
Insurrection	10
Lycanthropy	15
Magical event	30
Migration	10
Pretender/usurper	10
Raiders	25
Rebellion (minor)	10
Spy ring	50
Traitor	25
VIP visitor	10
Wandering monsters (20+ HD in total)	75



APPENDIX N: MASS COMBAT & SIEGE WARFARE

The War Machine

The War Machine is a system of game rules designed to resolve large battles in the AD&D game. The War Machine will work with any number of troops; it is recommended for any force with more than ten combatants. To use the system, all you need is a pencil and paper, plus some knowledge of simple arithmetic.

Assumptions: Several assumptions are made in the War Machine mass combat system:

1. All troops have a "level of quality" that can improve or drop with time and experience.
2. Many other factors such as terrain, weather, etc., besides quality of troops, influence the outcome of a large battle.
3. Luck, good or bad, can influence combat results, whether in a single combat or a clash of armies.
4. A character knows how to survive in the AD&D world; the player does not need to know the tactics of war.

How It Works: Each body of troops (called a "force") is given a rating for quality. When combat occurs, this "battle rating" (sometimes abbreviated as BR) is modified for battle conditions (terrain, number of opponents, morale, etc.). Each player then rolls d% and adds the modified battle rating of the troops. The high roll wins the battle. The entire system has four basic steps:

1. Calculate the basic force rating (BFR) of the troops.
2. Find the troop class.
3. Calculate the battle rating (BR).
4. Determine and apply combat results.

Steps 1, 2, and 3 are handled when a force is hired and outfitted. Step 4 is used when a battle occurs.

Throughout the system, the person or creature commanding a force is called the leader. Others, called officers, help the leader to control the force. The fighting persons in a force are called troops.

In the calculations, round all fractions up unless the instructions say otherwise.

Other Notes: A normal game session can be played in combination with the War Machine, using the system to determine overall results while focusing the game on the actions of the characters. The shift from role playing to mass combat situations (and back) can be accomplished easily with these guidelines:

1. Damage to Payer Characters: Player characters (and major NPCs) are never killed as a result of a War Machine battle. They can be scattered and separated (DM's option), but any attempts to actually damage the characters should be handled in normal game sessions.
2. Player Character Items & Spells: If a normal adventure is played, then only the spells and magical item charges actually used are lost. If no adventure is played, determine whether the PC is on the winning or losing side. If on the losing side, all combat spells and two-thirds of the charges in all offensive and defensive magical items are used. If on the winning side, one-third of the applicable magical item charges are used, and the PC keeps 1 combat spell uncast.
3. Experience Points: Experience points are earned both for commanding a force and for performing heroics. If a PC leads a force, find the number of troops in the enemy force. If the PC wins the battle, the PC gets that number of experience points. The PC gets one-third of that number if the battle is lost.

Step 1: Calculate the Basic Force Rating (BFR): The basic force rating is the total of four factors: Leadership, Experience, Training, and Equipment. A fifth factor applies if the force is special (see Special Troop Factor below).

1. Leadership Factor: Find the experience level of the leader of the force. Modify it by all the leader's adjustments for Intelligence, Wisdom, and Charisma scores. Then add a +2 bonus for each 1%

of the force that is made up of 10th level or higher characters (PCs or NPCs).

Leadership Factor = Leader's level + (Intelligence, Wisdom, and Charisma adjustments) + 2 per 1% of force that is level 10+

2. Experience Factor: Find the average experience level of the officers in the force (not counting the leader) and multiply it by 3. For non-human troops, the officer level is the average Hit Dice +1.

Note: A force must have at least one officer for every 40 troops, or this part of the experience factor is zero.

Find the average level of the troops (not including the leader or officers), double it, and add that to the officer rating. Add 1 to the total for every victory the force has won in the last ten years (+10 maximum) and subtract 1 for every time the force has been routed in that time (-10 maximum).

Experience Factor = $\left(\frac{\text{Total officer levels}}{\text{Number of officers}} \right) \times 3 + \left(\frac{\text{Total level of troops}}{\text{Number of troops}} \right) \times 2 + 1$ per victory (up to +10), -1 per rout (up to -10)

3. Training Factor: Score 1 point for every week spent in training (maximum 20 per year). Add 1 for each week that the leader spends with them (maximum 20) and add 1 for each month that the troops remain together and are not off in their homes or towns (maximum 12 per year).

Training Factor = +1 per week trained (up to 20), +1 per week leader trained with them (up to 20), +1 per month troops on duty (up to 12)

4. Equipment Factor: The base value is 5, 10, or 15, depending on their armor and weapons. Use 5 if the troops have average equipment. All troops are assumed to have average weapons unless others are specified. Use 10 if the troops are armed with a second weapon or have an armor class of 15 or better. Add 15 if the troops have a second weapon and have an average armor class of 15 or better.

Equipment Factor = +5 (average equipment), 10 (two weapons or AC 15+), or 15 (two weapons and AC 15+)

5. Special Troop Factor: If some the troops are made up of creatures with two or more asterisks listed with their Hit Dice, they are "Special."

For each 1% of the force that is "Special," score 2 points for this factor. For example, in a force of 290 ghouls and 10 spectres, 4% of the force (the spectres) has two asterisks, for a special factor of +8.

6. Total Basic Force Rating (BFR): Add all these factors to find the basic force rating (BFR) of the force. Record this number for future reference.

Basic Force Rating Factor = (Leadership + Experience + Training + Equipment + Special Troop) Factors

Step 2: Find the Troop Class: Troop class is a measure of the overall quality of a force. Once you know the BFR of the force, use the table below to find the troop class. Keep a record of both the BFR and the troop class.

BFR	Troop Class	BFR	Troop Class
0-20	Untrained	71-80	Average
21-35	Poor	81-100	Good
36-55	Below average	101-125	Excellent
56-70	Fair	126 +	Elite

Step 3: Calculate the Battle Rating (BR): Divide the BFR of the force by 10, rounding up. The result is the Unit Bonus to use in all the following calculations.

Examine the following statements and their explanations, and then add the Unit Bonus to the BFR every time one of the statements is true.

For example, if statement "a" is true and statement "b" is true, you add the bonus twice.

Since this could be done up to 12 times, the Unit Bonus could be more than the original BFR. The total BR is equal to the original BFR plus all Unit Bonuses. The following statements should be considered when determining the total number of Unit Bonuses:

Mounted: Applies to any "steed," including horses, dire wolves, griffons, dragons, etc.

- A. 20% or more of the force is mounted.
- B. 50% or more of the force is mounted.

Missiles: Includes bows, crossbows, slings, and others (giant-thrown boulders, manticores spikes, etc.).

- C. 20% or more of the force can use missile fire.
- D. 20% or more of the force has a missile range of 100' or more.

Magical: Includes magical weapons (sword +1, arrow +2, et al.), breath weapons, any poison, magical defenses, regeneration, energy drain, wands and other devices, etc.

- E. 1% or more of the force is equipped with magical abilities.
- F. 20% or more of the force is equipped with magical abilities.
- G. 100% of the force is equipped with magical abilities.

Spells: Includes only spells memorized, cast from scrolls, or spell-like natural abilities (such as a ghost's).

- H. 5% or more of the force can cast spells.
- I. 30% or more of the force can cast spells.

Flying: Includes normal and magical forms, but not mere levitation. It applies to flying steeds as well (such as pegasi).

- J. 1% or more of the force can fly.
- K. 20% or more of the force can fly.

Speed: Should be calculated with a creature's fastest mode of movement. For example, flying creatures should be used at their flying rate, not their walking rate.

- L. The force has an average Movement Rate of 90' per round or greater.

Example: An elven prince has a force of 500 elves, all 2nd level and equipped with composite longbows and longswords. The BFR is 96, and Troop Class is "Good." One hundred of his elves are mounted on pegasi, 75 are spellcasters and 12 elves have magical items.

The Unit Bonus is 10% of 96 or 9.6, which rounds up to 10. The prince adds this Unit Bonus of 10 to the BFR eight times because eight statements (A, C, D, E, H, J, K and L) apply. The total bonus of +80, added to the BFR, gives a total BR of 176.

Step 3a: Quickly Calculating the Battle Rating: Situations will often arise where players and DMs don't want to take the time to use the full system for determining battle ratings. The following quick system will work for most troops, without requiring as many calculations. If there is an extremely powerful force (because of level, abilities, Hit Dice, etc.), it is probably better to use the full process; this process works better for lower level and simpler units. The BR can quickly be calculated as follows:

1. Start with the leader's level x 2
2. Add 20 times the average Hit Dice of the force
3. Add 1 or more of the following bonuses if 10% or more of the force is comprised of:

Archers:	20
Spellcasters:	20
Magical beings:	20
Flying beings:	20
4. Add the maximum damage per round of the most numerous creature type.

Example: A 10th level elven prince has a force of 500 elves, all 2nd level and equipped with composite longbows and longswords. One hundred of his elves are mounted on pegasi, 75 are spellcasters and 12 elves have magical items. Their Quick Battle Rating equals 20 (the prince's level x 2) + 40 (20 x the elves average HD) + 20 (for archers) + 20 (for spellcasters) + 20 (for magical items) + 20 (for flying mounts) + 8 (the maximum damage

for composite longbows or longswords)... for a total, quick BR of 148.

Step 4: Dividing Your Forces: For you to use the War Machine in a battle, each side must have the same number of forces or armies. If one side has a greater number of forces than the other side, the side with fewer forces must be divided into an equal number of armies. A player may keep the original rating of the force, and simply declare that troops have been split into separate armies.

Example: A force of 1,000 orcs (BR 72) meets three other forces: 200 elves (BR 83), 400 men (BR 70), and 140 dwarves (BR 88). The orcs must split into three forces, all of which will have the same BR (72). These might be 100, 100 and 800, or any other combination, as long as at least 10 individuals are in each force.

Each force picks its opponent; the player with the force having the highest BR chooses first, then the force with the next-highest BR, and so on.

Continuing the example above, the dwarves pick one group of 100 orcs. The next highest rated force picks an opponent; the elves take the other group of 100 orcs. The third highest rating is the orcs, so they would choose next - but there is only one remaining force, the men, so the 800 orcs will fight the 400 men.

Step 5: Determine Combat Results: The forces that have been rated according to the above three steps are now prepared to meet on the field of battle. To find out what the result of this engagement is, start with the BR of each force, and add or subtract all of the following adjustments that apply.

1. Troop Ratio (Use only one per battle): Find the total number of troops in each force and divide the larger number by the smaller. If the total is 1.01 to 1.5, the 1.5 ratio is used. Only the larger side benefits from this adjustment, and only one benefit applies. Steeds are only counted as members of a force if their primary function is fighting (such as dragons) and not transportation (such as horses).

Ratio	Adjustment
1.5 to 1	+15
2 to 1	+30
3 to 1	+45
4 to 1	+60
5 to 1	+70
6 to 1	+80
7 to 1	+90
8 to 1 or greater	+100

2. Morale Modifiers (Use all that apply): This reflects the confidence of a force. Troops that fight in their home territory, that know they can beat an opponent, or are of superior quality to the foe may benefit from one, some, or all of these.

+10 if force is in the domain of their liege
+10 if they have beaten this foe before
+10 if troop class is 2 levels higher than the enemy
+30 if attacking an enemy "on the march"
-10 if any accompanying force has routed

3. Environment Modifiers (Use all that apply): Certain conditions may help or harm a force. Goblins in the daylight are at a disadvantage, as are fire giants in snow.

+25 if in extremely favorable environment
-25 if in extremely unfavorable environment
+20 if the entire force in a night battle has Twilight Vision or Darkvision

- 4a. Terrain Modifiers (Use all that apply): In many cases, the ground on which the battle is fought will give an advantage to one side or the other. Apply as many of these modifiers as fit your force; note that some apply only to defenders:

+20 if higher altitude than opponent
+10 for if force fighting in favored terrain (i.e. a dwarven force in hills or mountains)
-20 for force with mounted troops in mountains, woods, or stronghold
-20 for force in mire (marsh/mud)*
-10 for force on shifting ground (snow/sand)*

4b. Defender's Terrain Modifiers (Use all that apply):

- +10 if defending in place (holding)*
- +50 if defending a narrow defile, pass or bridge*
- +40 if attacker must cross deep water*
- +20 if defending in mountains, hills, or rough terrain, or behind a wall*
- +50 if force is in a stronghold (see the Siege Engine rules on page 248-251, or the Simplified Siege Rules in the Optional War Machine Rules section below)*
- * Ignore if all attackers can fly; use only half of adjustment if 10% or more of attackers can fly

Determining Who the "Defender" Is: If one force has taken a position and waits for the other to come to it, that force is the defender. When two forces arrive at the same location at the same time, they must stop moving. If both forces choose to defend, neither gets the defender bonus.

5. Immunities (Use only one per force): This reflects the advantage possessed by some creatures who cannot be hit by normal weapons; gargoyles and lycanthropes are some examples.

- +150 if force is immune to enemy's attacks
- +50 if 5% of force is immune to enemy's attacks
- +50 if force is immune to 50% of enemy's attacks

6. Fatigue (Use only one per force): Troops may become fatigued as a combat result of a previous battle (see the War Machine Combat Results Table) or because of a forced march (see Troop Movement on page 247).

- 10 if force is fatigued
- 30 if force is exhausted

Step 6: Final Results: When the BR is modified as described above, each player rolls d% and adds the modified BR to the result. The total is the combat result. The player with the highest combat result wins.

Step 7: Applying Final Results: When the winner and loser have been identified, determine the effects of the battle (killed, wounded, fatigued, etc.) as follows:

Subtract the loser's combat result from the winner's result. Find this difference in the left-hand column of the final results table below. Apply the resulting casualties, fatigue, and location to both the winning (W) and losing (L) troops, as noted.

Difference	% Casualties (W:L)	Fatigue (W:L)	Location (W:L)
1-8	0:10	N:N	F:R
9-15	0:20	N:N	F:R
16-24	10:20	N:F	F:R
25-30	10:30	N:F	F:R+1
31-38	20:40	F:E	R:R
39-50	0:30	N:E	F:R+2
51-63	20:50	F:E	F+1:R+3
64-80	30:60	F:E	F+1:R+3
81-90	10:50	N:E	F+3:R+2
91-100	0:30	N:Rout	F+3:Rout
101-120	20:70	N:Rout	F+3:Rout
121-150	10:40	N:Rout	F+3:Rout
151+	10:100	N:-	F+5:-

- **Casualties:** The percent of casualties in the winning and losing forces, rounding fractions up. When subtracting casualties, consider half of them as dead and the other half as wounded. When a force contains mixed troops (such as trolls and goblins), the casualties must be split as evenly as possible between them. If a force retreats from the field, treat all wounded as killed. If a force holds the field after the battle, those wounded troops can return to action in 1d4 months.

- **Fatigue:** Results of "N" indicate that those forces are not fatigued. "F" indicates that the forces are fatigued, "E" indicates exhaustion and "Rout" indicates that the troops have fled the field and disbanded. Survivors will return to their homes, if possible.

Troops will remain fatigued for 1d4 days. "Exhausted" troops become "fatigued" in 1d4 days and will have their strength restored after another 1d4 days.

- **Location:** "F" indicates that the force holds the battlefield after the battle. "R" indicates that the force must yield the battlefield to the victor. "F+" results that the winning force advances the

given number of terrain units. Terrain units represent whatever measure of distance is most appropriate. On a hex or square grid map, this is one hex or square. If no unit of measure seems obvious, use 1 mile. "R+" results indicate that the losing force must retreat that number of terrain units. "Rout" indicates that the troops have fled the field and disbanded. Survivors will return to their homes, if possible.

If multiple forces fight and 1 or more forces on each side holds the field, another round of battle may be fought between them. If some of a player's forces have routed or retreated, any that remain may choose to retreat to avoid fighting another battle.

If all of the enemy forces have left the terrain unit occupied by your forces, a day of battle ends. No more fighting occurs until the next day (if applicable).

Optional War Machine Rules

Character Actions: Some of the actions of the player characters may have a great effect on the outcome of a battle. Use the following adjustments to the Battle Rating (BR). All modifications apply to the total BR of the force.

1. **Information** (Use only once per force): The information must be known to the commander of a side before the battle begins. Use +50 if a detailed plan of battle has been captured, revealing the enemy's preparations, or if an enemy officer supplies the enemy force with information, or if a high-placed spy gives good reports. A single deserting soldier will not provide this benefit.

"Good reconnaissance" means that the entire opposing force has been scouted over several hours, from several different directions. "Some reconnaissance" means that some scouting information has been gathered but lacks detail. "Misinformation" can be the capture of false plans, or belief in information provided by a double agent, or other unusual circumstances.

- +50 Characters have obtained detailed battle plans
- +20 Characters have good reconnaissance
- +10 Characters have limited reconnaissance
- 25 Characters have misleading or false information

2. **Surprise:** If a character does something exceptional to hide the force (camouflage them, occupy the heights over a narrow pass, etc.), the force has a 50% chance of surprising an enemy that moves into the ambush. If the ambushing force is invisible, the chance is 80%. Other adjustments for night, natural terrain (halflings in woods, for example), or magic should be decided by the DM.

A surprise attack on an encampment requires the elimination of enemy pickets, guards, and any magical protections. If this can be accomplished with a role-playing adventure without raising an alarm, the encamped force can be attacked with surprise.

- +40 With surprise attack from ambush
- +20 With a surprise attack on encampment

3. **Leader Loss:** Characters, or their hired agents, can disrupt an opposing force's leadership by killing, capturing or incapacitating key officers.

- +30 Leader is "removed"
- +10 Another officer is "removed" by the player characters

"Removed" can mean killed, captured, charmed, put to sleep, or otherwise "removed" from the force before the battle begins. Removing an opposing leader does not count as a heroic task (see "PC Heroics" below).

An attempt to remove an opposing leader can become a good roleplaying adventure. Be sure to allow a good chance of the PCs being "removed" themselves! Also, when a force led by a PC fights one led by an NPC, the enemy may send a group to "remove" the PC.

4. **PC Heroics:** Only player characters can attempt heroics, and the DM must first create a situation where they may do so. The heroic act must be visible to at least 10% of the PC's force, and the act should be risky (a 50% chance of failure, or worse).

Example of Heroics: Fighting a huge and fearsome member of the opposing force (dragon, vampire, etc.); rescuing a "branch

force" cut off from the main force; or single-handedly battling a huge enemy force.

+20	If the player characters accomplish their task
+10	If the player characters accomplish their task with heavy (50%+) casualties and/or a major setback.
-10	The player characters fail their heroic task
-20	The player characters fail their heroic task with (50%+) casualties and/or a major setback.

Mercy: After a battle is fought and casualties have been determined, the winner of the battle may choose to show mercy to the loser. If so, this is declared before the loser's casualties have been subtracted. When mercy is shown, apply the following immediately:

1. The loser's casualties are cut in half.
2. All wounded may be recovered, even if the loser has been driven from the field.
3. A +2 bonus applies to the winning leaders' future Encounter Reaction rolls when dealing with the losing combatants.
4. If the losing force fights the winner again, a -20 penalty applies to the losing force's BR.

Simplified Siege Warfare

A force located inside a fortified structure (walled town, castle, stronghold, etc.) may be attacked by another force, but has a superior position.

This is called a "siege." the force within the structure is the defender. If the defender comes out of the structure, unmodified War Machine rules should be used. If the defender remains within the structure, a siege results; use the following, simplified siege rules or, for those wanting more detailed rules, the Siege Engine rules that follow.

The defender gets the following benefits:

1. When calculating the troop ratio, multiply the number of defending troops by 4.
2. Combat results of "Retreat" or "Rout" are ignored by the defender.
3. All defender casualties are reduced by half.

The attacker has the following options:

1. The attacker can attack normally, using the above rules, and suffering because the defender is so well emplaced
2. The attacker can "besiege" the defender - the attacker surrounds the defenders, keeping them within the structure. This adds +5 to the attacker's BR for each week of the siege. This represents the building of siege engines, and mining to weaken the defender's position.

Special Note: Some forces have clerics available to magically create food and water. If a besieged defender does not have a cleric, the DM should keep a record of the defenders' food supplies. After these are exhausted, the defender loses 10% of its numbers (not rating points) per week until the siege ends.

Troop Movement

The following guidelines should be used when moving forces:

1. **Scale:** The scales for time and distance can vary by the size of a force and the distance involved. The standard 30-mile map hex can be used when large forces move over large distances. When opposing forces draw near each other, one move per day is recommended. DMs should try to prepare a detailed map of the area when this occurs.
2. **Movement Rate:** Up to 50 troops can move together at their base Movement Rate. When more troops are involved, travel slows. Remember that a Movement Rate is based on the speed of the slowest member of any group.

51-300:	Troops move at two-thirds their usual rate
301+:	Troops move at half the usual rate

Movement Rates for long-term travel are discussed on pages 27-31. The DM may include a bonus or penalty for easy or rugged terrain, as per page 27.

3. **Food:** If a force is carrying food supplies, either on wagons or on individuals, keep track of the supplies. Remember to consider encumbrance when calculating the Movement Rate.

If a force forages for food, modify the Movement Rate as follows. The force leader can choose to slow movement to two-thirds the normal rate, with a 2 in 6 chance of finding enough food, or may slow movement to one-third normal, for a 4 in 6 chance of success. Terrain can modify the chances by +1 or -1 at the DM's discretion.

Without supplies, a force can travel for one day without penalty. After a second day, the force becomes "fatigued." After a third day, the force is "exhausted." An exhausted force cannot move. One day's supply of food removes all fatigue and exhaustion but does not affect fatigue caused as a combat result.

4. **Forced March:** A force can attempt a forced march to increase its Movement Rate, but this might not be successful. If it is attempted, find the troop class (see page 244), roll 1d20, and modify the result as noted on the table below. A successful forced march adds 50% to the force's movement for the day. A force that is "exhausted" cannot attempt a forced march. A "fatigued" force suffers a -2 penalty to its d20 roll:

Troop Class	Modifier	Troop Class	Modifier
Untrained	-6	Average	± 0
Poor	-4	Good	+1
Below average	-2	Excellent	+2
Fair	-1	Elite	+4

Modified D20 Roll	Result
-5 to -1	No forced march, the forces are fatigued
0 to 5	Forced march succeeds, forces are exhausted
6 to 8	Forced march succeeds, forces are fatigued
9 to 12	No forced march
13 +	Forced march succeeds



The Siege Engine

A siege situation is one where an army tries to capture a fortified structure held by another army. When, in the course of a normal AD&D game, a siege situation crops up, the players and the DM must decide how they want to resolve it.

There are three methods:

1. Play a Normal Game: Each player should review the section on siege equipment on pages 22-23. The siege will probably be a long exercise unless the characters have additional things to do during the siege, or unless the characters have some means to defeat the enemy force in relatively short order.
2. Use the War Machine: The Simplified Siege Warfare rules provided in the War Machine section (page 247).
3. Use the Siege Engine: In this section, we'll describe the Siege Engine rules.

Overview: The Siege Engine is a set of expanded War Machine rules for assaults on fortifications. Before using these rules, each player should have detailed information on the following subjects:

- The War Machine system, described earlier in this appendix.
- The troops involved (including leaders, normal equipment, and other details needed for the War Machine).
- The defenders' fortification (including thickness and length of walls, height of other constructions, etc.).
- The siege equipment used by both sides, and the number of crewmen operating each (see pages 22-23 for rules on siege equipment).
- The exact monthly cost of mercenary troops hired to fight with the force (see the Hiring section on pages 48-54 for information on mercenaries).
- The exact levels of all clerics in or with each force.
- The exact number of full rations available (see "Sustenance," below).

The Siege Engine is played out in turns of one week, also known as siege turns. When the forces within the defensive structure sally forth to attack the besieging force, combat is played out under normal War Machine rules.

Quick Resolution of Siege Weapon Damage: The players will often encounter situations in which it is important that a stronghold be broken into. In these situations, the overall employment of siege tactics should be secondary to the thrill and glory of the players wading into melee with their foes. In other words, the battle should be the background against which the players act. Sixteen months of siege may be realistic, but it isn't much fun!

The critical point in a siege is that moment when the walls face a direct assault. This is especially true in a roleplaying adventure. The following table simplifies this process of breaking down walls.

To use the table, the DM determines what type of wall is being assaulted, and finds its closest approximation on the table. Cross-reference the type of attack being made and roll a saving throw. If the saving throw succeeds the attack does no significant damage; if it fails, the wall begins to give way.

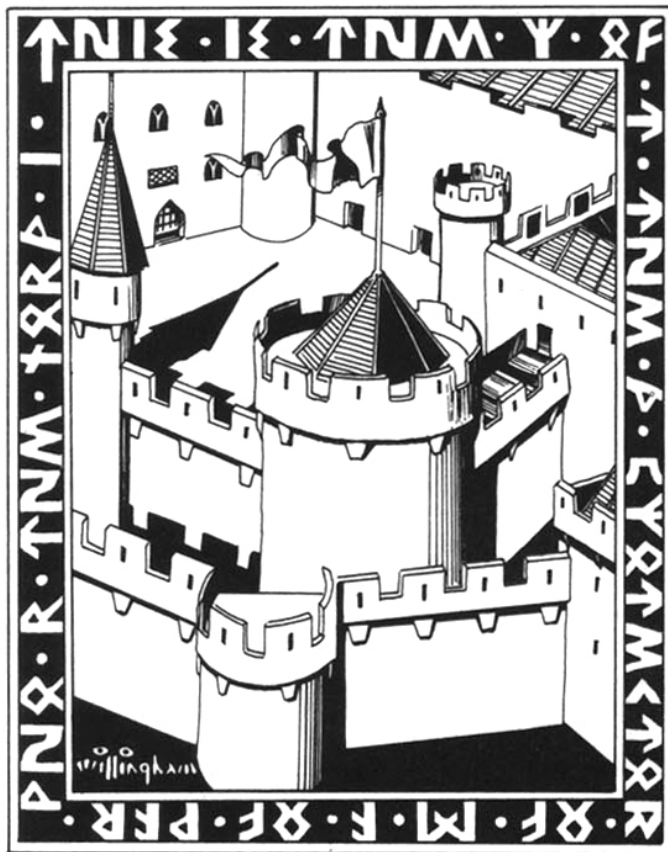
For each point below the required saving throw, the structure loses one cubic foot of structure. For example, suppose a stone wall 10' thick fails its saving throw by six points. The wall now loses a portion of its structure equal to six cubic feet of area (i.e., a hole two feet wide, three feet high, and one foot deep).

Attacker's Siege Options

1. Depart: The attacking forces leave the battle completely. No further combat occurs.
2. Bombard: The attackers maintain a position distant from the fortification but within range of the smallest artillery used. Artillery and ballista fire is the only possible form of combat; no melee or missile fire occurs.
3. Harass: The attacking force encamps near the fortification. Some siege equipment may be used, but not all (see "Siege Preparations").

The attacking force is within range of missile fire. Combat is intermittent, in any form except melee.

4. Assault: The attacking force uses all available siege equipment and attacks forcefully, trying to penetrate the fortification. The attacking force gains a bonus of +5 % (not merely +5) to its BR, but the defenders' casualties are decreased by 5 % (effects identical to the standard tactics). The combat turn is otherwise run normally. Combat is primarily melee, with some missile fire but usually no artillery fire.



Defender's Siege Options

1. Assault: The defender can at any time choose to leave the fortress to make a sortie. If the defenders make an assault, they lose all fortification bonuses but may choose the time of attack (day or night) and gain a +10% (not +10) bonus to their BR (rounded up), which represents a degree of surprise. Combat is otherwise run normally, using the War Machine Final Results Table (not applying siege modifications). Standard modification for normal tactics are used, but the (former) attacker may choose a new tactic and is not bound by the siege tactic currently being used. (The number of defenders is no longer multiplied by 4.)
2. Depart: If an avenue of escape exists, the defenders may choose to depart. If the fortification has a secret exit (possibly under ground), the defenders can depart unnoticed. If 10% of the defending force is left to maintain the appearance of strength, the departure of the main force can remain undiscovered for some time, varying by the attacker's current tactic.

If the attackers are harassing, the departure becomes apparent one to four hours after dawn. If the attackers are bombarding, the departure will not be noticed. If the attackers are assaulting, the departure is discovered after one turn. The defenders' smaller force may, however, be detected by special squads (see below).

If the defenders' fortification is not surrounded, the defending forces can depart by normal means. If this takes place visibly and during daylight, the attackers gain immediate knowledge and can attack according to normal War Machine rules. If the

departure takes place under cover of darkness or invisibility, the defenders can move up to one full terrain unit away from the attackers.

If the defenders depart, the attackers may pursue, occupy the fortification, or do both (by splitting their force). Artillery cannot be moved fast enough to pursue a fleeing force.

3. Harass: If they remain within the fortification, the defenders harass. Defenders cannot bombard the attackers.

Siege Preparations

Before commencing a siege, the DM and players need to make the following preparations:

1. Determine Costs: Each player needs to find out the weekly payroll, food and water supplies (sustenance), and ammunition costs of his entire force. Review the detailed notes given for each topic at the end of this section.

Each player notes the amount of money, rations, and ammunition he has on hand at the start of the siege.

2. Find BFR, Troop Class, and BR for Each Force: Each player privately calculates these details, using the standard War Machine rules.
3. List and Compare Siege Details: The defending player makes a list of the walls, buildings, moat, and other parts of his fortification, plus all unconcealed siege weapons in use. The attacker lists all the unconcealed siege equipment of the attacking force. (See "Concealed Information" for further details.) The lists should not include BR values. When finished, the players trade lists, and both players can make notes if desired. At the DM's option, reinforcements can arrive later to aid either the defenders or attackers. In this case, the player receiving the reinforcements should make a second list and re-compute costs, BFR, troop class, and BR bonuses.
4. Calculate Total BR Bonuses: Both players take back their own lists and privately note the BR bonuses for each item while adding concealed equipment information. The BR bonuses for most siege weapons vary by the number of crew per weapon. The exact number of crew per machine should be noted, along with the BR bonus, to avoid errors.

- 5a. Defender Finds Total BR Score and Siege Weapon Bonuses: The defending player adds the total defense bonus to the original BR score of the force to find the total modified BR. (The score is not revealed at this time.) Additional bonuses for siege weapons will vary by the tactics used by the attacker, but can be calculated at this time as follows:

- Attacker bombards: Attacker adds all the bonuses for artillery (catapult and trebuchet), plus half the bonuses for ballistae.
- Attacker Harasses: Attacker adds double the bonuses for artillery, and adds the full bonuses for ballistae.
- Attacker Assaults: Attacker adds no value for artillery but adds double the bonus for ballistae.

- 5b. Attacker Calculates BR Bonus for Each Tactic: The attacking player privately calculates the siege equipment bonuses that will apply to each tactic chosen, as follows:

- Bombard: All artillery bonuses apply, plus half the ballista bonuses.
- Harass: Bonuses for ballista, timber fort, and mantlet apply. Some or all artillery bonuses can apply, if the attacker decides to use artillery despite possible casualties to the crew.
- Assault: All miscellaneous equipment bonuses apply, plus double ballista bonuses. Artillery bonuses may apply, if the attacker decides to use artillery despite the possible casualties.

Concealed and False Information: In Step 3 of "Siege Preparations," players make lists and compare siege details. Both players may conceal or exaggerate certain details.

- Fortification Details: The thickness and height of walls, towers, and belfries must be noted, but each player can claim a height or width up to 5 feet different from the actual amount.

- Visible Equipment: The attacker must reveal the exact and correct number of pieces of visible siege equipment used at the start of the battle.

However, more equipment can be brought in later or can be concealed by large structures. The existence of such secret weapons is revealed as soon as they are used, when their bonuses to combat are applied.

- Invisible Equipment: Invisibility used by either side counts towards concealing weapons only if the enemy has no method of detecting invisible objects. If the enemy spots a team of mules pulling invisible siege equipment but cannot detect invisible, the attacker may identify the invisible siege weapon incorrectly.

Order of Events in Siege Engine

Once all preparations are made, you can conduct siege combat. Each game week (i.e., each siege turn), follow this sequence of events:

1. Deduct Weekly Costs: Ignore this step for the first battle of the siege. Apply it to the second and subsequent battle rolls. If the defending force chooses to harass, siege combat continues unless the attacker departs. Each player deducts costs for the turn as follows:
 - a. Payments: Cash payments to mercenary troops (one week's payroll) are deducted from each side's total money.
 - b. Sustenance: Each side deducts one week's food and water from its current stores for all troops not fed by clerical spells.
 - c. Ammunition: Each side deducts one week's amount of ammunition from each siege weapon's total. Both sides can add ammunition gained by gathering (see "Siege Accounting").
 - d. Domain Costs: If the end of a month occurs at the end of a battle week, each side makes appropriate adjustments to their domain treasuries, deducting normal costs and adding normal income.

However, a ruler under siege cannot receive domain income. If a secondary ruler has been previously designated, the domain accounting continues normally.

2. Modify BR for Field of Battle: The battle modifications for troop ratio, morale, environment, immunities, and fatigue should be done openly (but without revealing the starting BR).

Some bonuses for terrain also apply, though some terrain bonuses apply to the defender only. Ignore the following terrain bonuses; which are replaced by the defense bonuses for the fortification (see "Siege Preparations" section: defending in place, defending behind a wall, force is in stronghold).

Remember that when calculating the troop ratio, the number of troops defending a fortification is multiplied by four. Fatigue automatically lasts for one week instead of 1d4 days.

3. Choose Tactics: Each player chooses one siege tactic (as detailed in #5 below). Possible tactics are depart, bombard, harass, and assault.
4. Reveal Tactics and Modify BR for Siege Equipment: The tactic used by the attacker is revealed first. If the bombard tactic is used, the defender's tactic is not revealed and he uses the bombard bonuses only. Each player finds the BR bonus that applies (based on the tactics used) and adds the bonus to the BR of the force.
5. Find and Apply Results: The details for this procedure vary by the attacker's tactic, as follows.

- Bombard: The attacking player adds the BR bonus gained for artillery and ballista. He then rolls 1d10 to determine casualties inflicted on the defending forces. The resulting roll is read as a percentage (10%, 20%, 30%, etc.) of the BR rating equaling the Hit Dice of casualties inflicted on the defenders. The defender follows the same procedure, but rolls 2d10.

For example, the attacker has 85 BR points of artillery and the defender has 40. The attacker rolls a 5, causing 42 ½ Hit Dice of casualties (50% of 85). The defender rolls an 11, causing 44 Hit Dice of casualties (110% of 40).

- **Harass:** Each player rolls d% and adds the result to the BR of the force. The player with the higher total wins this round of the siege. Subtract the lower total from the higher and refer to the War Machine Combat Results Table to find the resulting casualties and fatigue.

Up to this point, the procedure is identical to that of the War Machine. Modify the results as follows:

- All casualties are only one-tenth of normal (drop the last zero in all cases).
 - Both attackers and defenders ignore location changes; a "Rout" or "-" result for fatigue is treated as "E."
 - Defender casualties are half the final percent. If artillery is used, calculate casualties as for bombard.
- **Assault:** The procedure used for assault is identical to that for harass, but with the following modifications:
 - Casualties are half of normal.
 - A "Rout" or "-" result indicates that the losers are driven back. If the defenders lose, they are driven out of the fortification. If the attackers lose, they are forced back to a bombarding position.
 - Defender casualties are half the final percent. If artillery is used, follow the bombard procedure.
6. **Casualties:** Casualties resulting from harass or assault tactics are applied normally. Casualties from artillery bombardment are determined separately, as explained above under bombard. The casualties from the attacker's artillery may affect both sides, depending on the tactics used by the attacker.

Tactics	Attackers	Defenders
Bombard	100%	0%
Harass	80%	20%
Assault	60%	40%

Divide the total Hit Dice of casualties by the average Hit Dice of the lowest level troops; the result is the actual number of casualties. As with normal casualties, consider half of them as dead and the other half as wounded. If the division is not even, do not round off; consider the fraction as one wounded casualty. The exact troops to which casualties are applied can be designated for more realism, but this is not required.

Special Note: If artillery is used in a War Machine battle (involving no fortifications), double the number of casualties, and apply 100% to the enemy troops.

Siege Weapons

Siege weapons are large weapons, temporary structures, or pieces of equipment traditionally used in besieging a castle or fortress.

Siege weapons require a crew of at least one-quarter the listed size to be usable. If a crew is less than full, but greater than or equal to half the listed number, the BR+ and the Ammo Cost are half normal. If a crew is reduced below half but not below one-fourth, the Ammo Cost and BR + are divided by four. Round all fractions down. See pages 22-23 for more notes on siege weapons and equipment.

Weapon	Crew	Rate of Fire	BR*	Ammo Cost/Week
Ballista	2	1/3	+2	500 gp
Catapult, heavy	6	1/4	+8	1,500 gp
Catapult, light	4	1/4	+4	1,000 gp
Trebuchet	8	1/6	+12	2,000 gp

* All bonuses require that there be 1 piece per 1,000 troops

Weapon	Crew	BR	Ammo Cost/Week
Cauldron, suspended	2		Varies
Gallery, covered	8	†	-
Hoist	4	+3	-
Mantlet, movable	6	+3	-
Ram	10	+4	-
Ram catcher	2	+2	-
Siege tower	20	+10	-
Sow	10	+4	-

† Doubles BR value of ram

Siege Accounting & Costs

- **Ammunition:** The missiles used by catapults, trebuchets, and ballistae must be accounted for in siege situations. Ammunition may be one of the largest costs of the siege.

Before the battle, each player notes the amount of ammunition available for each siege weapon. The weekly costs are given for each such weapon in the equipment details. Costs should be recorded so that one unit equals a week's worth of ammunition. Note that the costs are subtracted from a domain treasury and may be considered part cash, part services.

In Step 1 of each battle week, both players deduct ammunition to be used in the following turn (week), subtracting 1 (one week's worth) from the total for each siege weapon.

Each player then adds a number to reflect ammunition gathered. Ballista ammunition can never be gathered or reused; all missed shots are broken and unusable. Artillery ammunition can be gathered and reused by each side. The details vary for each side, as follows.

The defending force can only gather a small amount of spent ammunition. The attacker must first reveal the total number of artillery pieces that fired in the previous week. The defender divides that total by 4; the result is the number of weeks of ammunition that the defenders can gather.

The defenders may also choose to destroy stone buildings and use the stone for ammunition. This can be done quickly by few men. Each stone building yields a number of units (weeks' worth) of ammunition equal to its BR value. However, the BR bonus for the building must be immediately deducted from the defender's original total.

The attacking force can gather a much larger amount of spent artillery ammunition. Ammunition can only be collected from artillery used in the previous week. The amount varies by the tactic used in the current week.

- Bombard: $\frac{3}{4}$ of the weapons fired
- Harass: $\frac{1}{2}$ of the weapons fired
- Assault: $\frac{1}{2}$ of the weapons fired

These figures assume that all available troops are employed in gathering ammunition. Troops so employed do not rest enough to offset fatigue, but do not suffer additional fatigue. If a commander allows the troops to rest to offset fatigue, the amount of ammunition gathered is half as much.

If a missile weapon runs out of ammunition, it gives no further BR bonuses. If a weapon is left unused to save ammunition, its BR bonus is not counted for that week.

- **Payroll:** The standard hiring payroll is given in cost month on page 48. Divide the monthly cost by four to find the cost per week. To be used for payroll, cash must be either kept at the siege site or delivered at regular intervals (either procedure requiring guards). Cash must be in a physical form suitable for individual payments; mercenaries cannot be expected to make change. Mercenaries may be given large sums as payment in advance of services, but this practice encourages desertion and often causes a drop in morale (due to gambling, theft, accidental loss, etc.).
- **Sustenance:** A standard ration serves one person for one week, but spoils if kept longer than a week. An iron ration also serves one person for a week, but spoils only if kept for eight weeks. One week's food and water for one person is called a full ration.

The prices listed for food in the Player's Handbook reflect the markups applied to food offered to adventurers or sold in taverns and inns. When feeding an army and buying food regularly in bulk, divide those listed food costs in half. This reduced price is not available to small parties of traveling adventurers.

Anyone not receiving full rations becomes fatigued after one week of less than proper feeding, exhausted after another week (losing 50% of BR). Morale drops 2 points for each week of less than normal feeding. Troops not fed at all will desert or rebel after only 1-3 days of such treatment.

Horses and other mounts of similar size require triple normal (human) rations. Underfeeding brings the same penalties as for troops; if not fed, the mounts may flee, attack their owners, or simply weaken and die (in 1d6+3 days).

Foraging and hunting are virtually useless for armies. Any force of 100 or more troops can quickly gather every available food source in an area in only a day, providing food for one week at most, and often less.

In Step 1 of each week of siege combat, both players deduct the full rations to be used in the coming week. If less than full rations are issued, fatigue and morale changes are applied immediately. Rations are not deducted for troops supplied by clerics or druids using the Create Water, Create Food & Water, Goodberry or Heroes' Feast spells.

- **Field Construction:** Siege equipment can be constructed at the site of the siege. Each piece of equipment must be constructed under the supervision of a siege engineer. An artilleryist is also needed for any artillery under construction. One siege engineer can supervise up to four constructions at one time. One artilleryist can supervise only two constructions at once.

To construct equipment, hardware (metal materials and tools) must be brought to the siege site. The cost of hardware is 10% of the listed cost of the piece of equipment. Wood must be in plentiful supply at or near the siege site. If a forest resource is within 5 miles, 10 men can gather enough wood in one day to make 100 gold pieces of equipment. If the wood is 5-10 miles away, double the time. If 10-15 miles away, triple the time, and if 15-20 miles away, quadruple the time needed.

Nearby wooden buildings can be a source of some usable wood. Five feet of building wall can be converted into 20 gold pieces of equipment. (This assumes the use of rafters and beams as well as the walls themselves.)

Stone buildings (with wooden roofs) can also yield usable beams, but only 100 gold pieces of equipment per standard stone building.

Once materials are at hand, any supervised but untrained person can construct 10 gold pieces of equipment per day. No more than 10 men can work on it at once. For example, if ten men work on a light catapult under proper supervision, they will finish 100 gold pieces per day, taking ten days to complete a 1,000 gp light catapult.

Ballista ammunition cannot be built in the field except by an armorer.

Post-Siege Adjustments

- **Damage to Fortifications:** If siege missiles are used during a siege, fortifications suffer a certain amount of damage. To determine the state of the walls, towers, and other parts of the fortification, make a damage roll for each attacker siege weapon in use at the end of the siege (example: 3d6 for light catapult). Add all of these damage rolls together. Multiply the result by the number of weeks that the siege lasted. The defender then rolls d% and subtracts the result from the attacker's total. The result is the number of hit points of damage to the fortification. If the total damage exceeds the original hit points, the fortification is completely reduced to rubble. Otherwise, first apply damage to 75% of the wall's hit points, and (if any damage needs further accounting) to the following structures, in the order given. Deduct 20% of each structure's original hit points each time. If further damage needs accounting, apply 20% more damage to the walls and each item on the following list, in order, going through the list as many times as necessary: gatehouses, gates and drawbridges, normal buildings, towers, barbicans, keeps
- **Attacks Against a Portion of a Fortification:** If an attacker wishes to concentrate his assault against a small portion of a fortified position, he can do so under the following conditions:
 - a. The attacker can use no more than 300 troops and four siege engines per 100 feet of attack frontage.
 - b. The defender gets the full BR benefit from the section of the fortification under attack. He also gets the full BR benefit for

any towers with 200 feet of the area under attack. The defender then adds in one-quarter of the BR benefit for the remaining parts of the fortification.

Additional Details: These notes are offered as historical information, to stimulate the imagination and give a more detailed view of medieval siege warfare.

The siege section of the War Machine already reflects the assumption that some or all siege weapons are being employed, and that some appropriate defenses are at hand and likewise used. For fast resolution of any assault on a fortification (whether walled town or huge fortress), you can still use that system.

However, not all attacks on fortresses will result in sieges. This is especially true if powerful magic-users are present, for magic can produce very fast results. When both sides have powerful magic-users, the battle could be quickly resolved in either direction, depending on the tactics used. The War Machine rules are inadequate for such cases. A game session devoted entirely to this sort of battle is recommended.

If a long siege situation does arise, one important point should be emphasized: The costs of paying one's forces and maintaining supplies for their use should be strictly applied throughout any siege. Cost was historically (and should remain, in the game) the greatest obstacle to siege warfare.



Special Squads

Either side can use special squads - groups of specialists with exceptional skills who work toward special purposes. Typical purposes are reconnaissance (gathering information about the enemy), demolition (attempting to destroy one or more chosen pieces of equipment), and commando (capturing or killing one or more persons valuable to the enemy).

Special squads usually involve magic. A reconnaissance squad might include persons able to fly invisibly, observing enemy forces at close range, or thieves who are able to sneak quietly. A demolition squad is usually formed to destroy siege weapons or a belfry. A commando squad is often formed to remove or capture enemy leaders or magic-users.

Special squads must be created and defined before the start of the siege. Their existence should not be revealed to the opposing player. The members of any special squad must be PCs or named NPCs. War Machine procedures are not applied; these events are played out under normal AD&D rules.

Special squads operate between siege battle weeks. Their activities are played using normal game rules. If the DM is also one of the players in the siege battle, he or she may run the adventure, but should take great care to keep DM knowledge and NPC knowledge separate.

Whenever doubt exists, results should be decided in the player's favor. A group of adventurers can become a special squad for a siege. This is an ideal way to play a normal AD&D game within the siege system. The results of a special squad's mission are applied immediately, before the next siege battle.

For example, actions by a special squad that result in the loss of several siege weapons, leaders, clerics, etc., may require the recalculation of any or all combat details (from troop BR onwards).

GLOSSARY of TERMS

Ability

Any of the six scores, commonly ranging from 3-18, that represent the basic aptitude levels of a player character: Strength, Intelligence, Wisdom, Dexterity, Constitution, and Charisma.

Ability Check

A d20 roll that adds your character's ability modifier and Proficiency Bonus (if applicable). If the result is equal to or greater than the Difficulty Class (DC) the attempted action succeeds.

Ability Damage

Damage that temporarily lowers specified ability score. This damage heals just as Hit Points do.

Ability Drain

An attack that permanently lowers specified ability score, barring the use of restorative magic.

AC

Abbreviation for Armor Class.

Alignment

A term used to reflect a character's or creature's basic attitude toward society and the forces of the universe. There are nine categories demonstrating the character's relationship to order vs. chaos and good vs. evil. A player character's alignment is selected by the player when the character is created.

Area of Effect

The area in which a magical spell or a breath weapon works on any creatures unless they make a Saving Throw.

Armor Class (abbreviated as AC)

A rating for the protective value of a type of armor, figured from 10 (no armor at all) to 20 (heavily armored or difficult to hit) or even 30 (extremely difficult to hit). The higher the AC, the less vulnerable the character is to attacks.

Attack Roll

The d20 roll used to determine if an attack is successful.

Blinded

Blind characters have their Movement Rate reduced to ½ of their normal Movement Rate. All opponents have total concealment against blinded characters. See Unseen Combatants on page 68 for more details.

Breath Weapon

the ability of a dragon or other creature to spew a substance out of its mouth just by breathing, without making an attack roll. Those in the area of effect must roll a Saving Throw.

CHA

Abbreviation for Charisma.

Charisma (abbreviated as CHA)

An ability score representing a character's persuasiveness, personal magnetism, and ability to lead.

Class

A character's primary profession or career.

Class Feature

Class features are special abilities such as spell use or aptitude with certain weapons or skills. Every class has its own class features.

Common

Common, or the Common Tongue, as the default language shared by player characters in the AD&D game. Knowledge of other languages requires proficiency in other Language skills.

Common Ability Bonus

When using skills and making Saving Throws in which your character is not proficient, your character adds his Common Ability Bonus, which is equal to half of his Proficiency Bonus (rounding fractions down). Some skills require proficiency in order to be used with any degree of aptitude (see the table on page 39 for more details). Characters attempting to use these skills (Arcana, Craft, Disable Device, Disguise, Languages, Medicine, and Poison) untrained gain neither a Proficiency nor Common Ability Bonus to their ability check.

CON

Abbreviation for Constitution.

Confused

A confused creature acts as if under the effects of a Confusion spell (PHB 99).

Constitution (abbreviated as CON)

An ability score that represents a character's general physique, hardiness, and state of health.

Cower

A cowering creature may defend itself normally but is unable to attack.

D

Abbreviation for dice or die. A roll that calls for 2d6, for example, means that the player rolls two 6-sided dice.

D3

Since there is no such thing as a three-sided die, a roll calling for d3 means to use a d6, making 1 and 2 be a 1, 3 and 4 be a 2, and 5 and 6 be a 3.

D4

A four-sided die.

D6

A six-sided die.

D8

An eight-sided die.

D10

A ten-sided die. Two d10s can be used as percentile dice.

D12

A twelve-sided die.

D20

A twenty-sided die.

D100 or D%

Either an actual 100-sided die or two different-colored ten-sided dice to be rolled as percentile dice.

DC

Abbreviation for Difficulty Class.

Difficulty Class (abbreviated as DC)

The number that must be met or exceeded on a character's ability check in order to succeed.

DMG

A reference to the Dungeon Master's Guide.

Damage

The effect of a successful attack or other harmful situation, measured in Hit Points.

Deafened

Deafened creatures cannot make perception checks to hear sounds. A deafened spellcaster must make a Concentration Check (DC = 10 + the spell's level) to cast a spell with a verbal component and automatically fail Perception skill checks made to hear sounds.

Demihuman

A creature belonging to a non-human player race. Dwarf, Elf, Gnome, Half-Elf, Half-Orc, or Halfling characters are all demihumans.

DEX

Abbreviation for Dexterity.

Dexterity (abbreviated as DEX)

An ability score representing a combination of a character's agility, reflexes, hand-eye coordination, and the like.

Encumbrance

The weight, in pounds, that a character is carrying. How much he can carry and how being encumbered affects his Movement Rate are based on Strength and are shown in the Encumbrance section (PHB 57). The use of heavier armor also contributes to a character's encumbrance (see page 43).

Energy Drain

The ability of a creature, especially undead, to drain energy in the form of class levels from a character, in addition to the normal loss of Hit Points. It is also called Level Drain.

Experience Points (abbreviated as XP)

Points a character earns (determined by the Dungeon Master) for completing an adventure, defeating a foe, acquiring wealth, doing something related to his class particularly well, or solving a riddle or challenge. Experience points are accumulated, enabling the character to rise in level as detailed on page 95.

Fascinated

While fascinated, the creature is distracted, suffering a -4 penalty to Dexterity Saving Throws and Armor Class. A fascinated creature's Movement Rate drops to 0, and the creature is visibly dazed. If attacked they are considered surprised (see pages 62 and 68 for more details). Any threat that is obvious to a fascinated creature, such as the casting of a spell or the drawing or aiming of a weapon, automatically breaks the effect on that creature.

Fatigued

Fatigued creatures suffer a -1 penalty to Strength and Dexterity checks, as well as attack and damage rolls, and to Armor Class. The Movement Rate of fatigue creatures is reduced by ¼. A fatigued creature who becomes fatigued again, through exertion, deprivation, illness, poison, or magic is exhausted. Exhausted characters are considered sickened (see below). Other stated otherwise in the description of the spell or effect that causes fatigue, a full night's rest (8 hours) eliminates fatigue.

Follower

A non-player character who is drawn to the service of a high-level player character by his reputation.

Gaze Attack

The ability of a creature, such as a basilisk, to attack simply by making eye contact with the victim.

Henchmen

Non-player characters who work for a character mainly out of loyalty and love of adventure.

Hireling

Non-player characters who work for a character just for money. Hirelings are completely under the control of the DM.

Hit Dice (abbr. HD)

The dice rolled to determine a creature's or character's Hit Points. Player characters roll hit dice until reaching 9th level. From 10th level onward, player characters receive a set number of Hit Points each level (and no longer add their Constitution modifier to Hit Points).

Hit Points (abbreviated as HP)

A number representing how much damage a character can suffer before being killed, as determined by Hit Dice. Damage from weapons, spells, poisons, and other attacks reduce these Hit Points by a specified amount. Hit Points lost due to injury can usually be regained by rest or healing. See page 73 for more information on Hit Points and Hit Point damage.

Initiative

The order in which combatants act during a round of combat. Initiative is determined by rolling a d20 and adding any applicable modifiers (including Dexterity modifiers). Initiative is resolved in order from the highest result to the lowest. Initiative is not rolled by surprised combatants.

INT

Abbreviation for Intelligence.

Intelligence (abbreviated as INT)

An ability score representing a character's memory, reasoning, and learning ability.

Italicized Type

Italicized type is used primarily to indicate magical items.

Level

Any of several different game factors that are variable in degree, especially:

1. **Class Level:** A measure of the character's power, starting at the 1st level as a beginning adventurer and rising through the accumulation of experience points to the 20th level or higher. At each level attained, the character receives new powers.
2. **Spell Level:** A measure of the power of a magical spell. A magic-using character can use only those spells for which his class level qualifies him.
3. **Dungeon Level:** A term that describes both the depth and difficulty of a particular dungeon's layer.

Mage

A magic-user, typically one of great power.

Material Component (abbreviated as M)

Any specific item that must be handled in some way during the casting of a magical spell.

Melee

Combat in which characters are fighting in direct contact, such as with swords, claws, or fists, as opposed to fighting with missile weapons or spells.

Movement Rate (abbreviated as MR)

A number used in calculating how far and how fast a character can move in a round. This number is in feet and every 5' corresponded to a 1" square on a battle mat. Thus, an MR of 60' equates to 12 squares of movement and vice versa.

MR

Abbreviation for Movement Rate.

Multiclassed Character

A character who improves in two or three classes at the same time by dividing experience points evenly between their classes.

Mythos (plural Mythoi)

A complete body of belief particular to a certain time or place, including the pantheon of its gods.

Neutrality

A philosophical position, or alignment, of a character that is between belief in good or evil, order or chaos.

Non-Human

A humanoid creature that is neither human nor demihuman.

Non-Player Character (abbreviated as NPC)

Any character controlled by the DM instead of a player.

NPC

Abbreviation for non-player character.

PC

Abbreviation for player character.

Percentage (or Percent) Chance

A number between 1 and 100 used to represent the probability of something happening. If a character is given a percentage chance of an event occurring, the player rolls percentile dice (D%). If the die roll is less than or equal to that percentage, the event occurs.

Percentile Dice (abbreviated as D%)

Either a 100-sided die or two 10-sided dice used in rolling a percentage number. If 2d10 are used, they are of different colors, and one represents the tens digit while the other is the ones.

Perception Check

A Wisdom ability check used in conjunction with the Perception skill. If it one of the most commonly used skills checks.

PHB

A reference to the Player's Handbook.

Player Character (abbreviated as PC)

A character in a roleplaying game who is under the control of one of the players.

Proficiency Bonus

When using skills and making Saving Throws in which your character is proficient your character adds of his Proficiency Bonus to the roll. This bonus is equal to half of your character's level (rounded down, to a minimum of 1 at 1st level) and is shown on the Proficiency Bonus Table presented on pages 5 and 53.

Race

A player character's or NPC's species. The term race is usually reserved for intelligent creatures with human-like characteristics.

Ranged Combat

Combat involving the use of weapons that shoot projectiles or items that can be thrown. Because the combat is not "toe-to-toe," the rules are slightly different than those for melee combat.

Regeneration

A special ability to heal faster than usual.

Resistance

The innate ability of a being to withstand attack, such as by magic. Gnomes, for example, have an innate resistance that adds bonuses to their Saving Throws against magic.

Round

A segment of time approximately 10 seconds long, during which a character can move and take an action. 6 rounds equal one minute.

Saving Throw

A measure of a character's ability to resist (to "save against") special types of attacks, especially poison, paralyzation, magic, and breath weapons. Success is determined by rolling the relevant ability check, modified by the character's Proficiency (or Common Ability) Bonus. See page 24 for more information on Saving Throws. See page 24-25 for further notes on Saving Throws versus magic.

Sickened

Sickened creatures suffer a -2 penalty to all Strength and Dexterity checks, as well as attack and damage rolls, and take a -2 penalty to their Armor Class. The Movement Rate of sickened creatures is reduced by ½.

Skill Check

Each ability covers a broad range of capabilities, including skills that a character can be proficient in. A skill represents a specific aspect of an ability score, and an individual's proficiency in a skill demonstrates a focus on that aspect. See the Player's Handbook pages 39 and 53 for more information on skill checks and ability checks in general.

Somatic Component (abbr. S)

The gestures that a spellcaster must use to cast a specific spell. A bound magic-user cannot cast a spell requiring somatic components.

Split-Classed Character

A character who improves in two or more classes, advancing in each class separately, but totaling their class levels in all classes in order to determine their character level.

STR

Abbreviation for Strength.

Strength (abbreviated as STR)

An ability score representing a character's muscle power, athleticism, and brute force.

Stunned

Stunned creatures suffer a -2 penalty to their Armor Class and cannot act or move until they recover.

Surprise Roll

A Perception skill check made by combatants who might be caught unawares at the start of combat. Success indicates that the combatant may act normally during the surprise round, while failure indicates that the combatant is surprised and may not act during the surprise round (see pages 63 and 68 for more details).

To-Hit Roll

Another name for an attack roll.

Turn Undead

A class feature of clerics and paladins that repels, destroys, or commands undead creatures such as skeletons and vampires.

Verbal Component (abbreviated as V)

Specific words or sounds that must be uttered while casting a spell.

WIS

Abbreviation for Wisdom.

Wisdom (abbreviated as WIS)

An ability score representing a composite of a character's intuition, judgment, common sense, and willpower.

Wizard

A magic-user, typically one of great power.

XP

Abbreviation for experience points.